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Team Control - MAN/SKP/COA/COM Refrence

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Team Control - MAN/SKP/COA/COM Refrence

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By TheRaja, November 16, 2012 in Hacking Documentation

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TheRaja
TFO Chief Operating Officer
●●●●

Members
⊕ 73
273 posts

Owner of the Tecmo Football Owners (TFO)

Posted November 16, 2012   Report post 🔗

Hello again 😊

So I have made several changes to the Rom and was trying to change how teams are accessed in the Team Control window. Here is my code below

ORIGINAL CODE (x325BF)

00 05 09 01 06 0A 02 07 0B 03 08 0C 04 00 0D 0E 13 18 0F 14 19 10 15 1A 11 16 1B 12 17 00

MODIFIED CODE (x325BF)

02 06 0A 03 07 0B 04 08 0C 05 09 0D 00 00 00 0E 12 16 0F 13 17 10 14 18 11 15 19 00 00 00

So this code allows me to change which team is selectable from the Team Control menu. For example my modified code makes it so that MIA is the first team, The problem I am having is when I use my Modified Code and then go into Team Control and click the SKP option beside the first team (which is MIA) the SKP option for the team 3 spots down (where MIA use to be) alters instead of the SKP beside MIA.

So before I try to set the first team to MAN my team control screen looks like this:

MIA

-skp

N.E.

-skp

JETS

-skp

But when I try to change MIA to man it instead changes JETS like this:

MIA

-skp

N.E.

-skp
JETS
-man
I know there has to be a pointer or a reference marker for that field, esp since it needs to place the skp/man field down so I'm thinking it will be a reference like the team was.
Any help is appreciated. Thanks 🙂

+ Quote

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

The SKP, MAN, COA, COM text placement locations are at x3292F-x32966

+ Quote

TheRaja
TFO Chief Operating Officer
●●●●

Members
➕ 73
273 posts

Owner of the Tecmo Football Owners (TFO)

Posted November 16, 2012

Here is the rom I am working from currently. I have the teams moved where I want them but the Team Control area is really frustrating. Any help is appreciated.

+ Quote

TheRaja
TFO Chief Operating Officer
●●●●

Members

Posted November 16, 2012

Dude you are THE MAN! Thanks 🙂

+ Quote

TheRaja

TFO Chief Operating Officer

●●●●

Posted November 16, 2012

Report post

x3292F:

E6 20 26 21 66 21 A6 21 E6 21 F0 20 30 21 70 21 B0 21 FA 20 3A 21 7A 21 BA 21 FA 21 66 22 A6 22 E6 22 26 23 66 23 70 22 B0 22 F0 22 30 23 70 23 7A 22 BA 22 FA 22 3A 23

Ok so this looks alot different then the other text placement locations I have worked with in the past. I'm gonna mess with in in hex tonight but do you have any tips on how it places the text?

+ Quote

jstout

Tecmo Super Champion

●●●●●

J

Posted November 16, 2012

Report post

> **On 11/16/2012 at 3:19 PM, TheRaja said:**
>
> x3292F:
>
> E6 20 26 21 66 21 A6 21 E6 21 F0 20 30 21 70 21 B0 21 FA 20 3A 21 7A 21 BA 21 FA 21 66 22 A6 22 E6 22 26 23 66 23 70 22 B0 22 F0 22 30 23 70 23 7A 22 BA 22 FA 22 3A 23
>
> Ok so this looks alot different then the other text placement locations I have worked with in the past. I'm gonna mess with in in hex tonight but do you have any tips on how it places the text?

Its basic NES PPU Locations. $2000 is top left, $201F is top right, $23A0 is bottom left, $23BF is bottom right. Each x01 is one space left and each x20 is one space down.

BUF = E6 20 ($20E6) IND = 26 21 ($2126) etc.

+ Quote

TheRaja

TFO Chief Operating Officer

●●●●

TFO
2020

Posted November 19, 2012

Report post

> **On 11/16/2012 at 4:19 PM, jstout said:**
>
> Its basic NES PPU Locations. $2000 is top left, $201F is top right, $23A0 is bottom left, $23BF is bottom right. Each x01 is one space left and each x20 is one space down.
>
> BUF = E6 20 ($20E6) IND = 26 21 ($2126) etc.

This worked perfectly 🙂 THANK YOU SO MUCH!!!!!!

+ Quote

---

pambazos88

Starter

●●●●

Members

123

155 posts

Location: MX

Posted December 6, 2012

JSTOUT Thx for that locations!!, But, how did you manage to move cursors the way it should? (because if you wanted to add a team "below" Steelers= 5 teams in AFC CENTRAL, when your cursor points the JETS, and you push "RIGHT"pad it still goes to SEAHAWKS location, and viceversa, ignoring the "NEW TEAM ADDITION" in the middle) (I think this happens in every "MINI HELMET" menu), I made a total different array of teams, in order to have 15 teams in AFC, as I wanted, but since "PRESEASON" & "TEAM CONTROL" menus, have a different team alingment than "TEAM DATA", the starting pointer of them are different, because of this "original cursor order" to still be logical. Not to mention all the mess it does to the TEAM RANKINGS, and NFL STANDINGS (again, in order to keep a logical order).

+ Quote

TheRaja

TFO Chief Operating Officer

●●●●

Members

73

273 posts

*Owner of the Tecmo Football
Owners (TFO)*

Posted December 7, 2012

For my hack I wanted to have 24 teams, so I decided to removed BUF, IND, N.O., and ATL. That way the AFC and NFC would still have equal number teams. I used the following (http://tecmobowl.org/topic/7850-removing-teams-from-the-menu/#p126299) to remove those teams. Sure those teams still exist, but they were no longer visible or clickable.
-NFL Standings don't matter if a team doesn't PLAY so I just removed the 4 teams from the schedule. So if a team or player never sees play they will never be listed in these menus. Just need to find out how to change how many teams are in each conference.
-Team Rankings bugged me for a long moment. Basically I had to change the size of the AFC and NFC. I original used this (http://tecmobowl.org/topic/13118-leaders-screen/) for some of that information but found it was there but confusing. I re-wrote what they said in that thread and this is the cheat sheet I used for the Team Rankings:
X2397c change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the number of teams in both leagues)
X23980 change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the last team in the afc)
X23985 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)
X23989 change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the number of teams in both league)
X2398B change from 00 0E to XX YY (where xx = the first team in the nfc and where yy = 1 plus the last team in the afc)
X23990 change from 0E 1C to XX YY (where xx = the first team in the nfc and yy = 1 plus the last team in the nfc)

Since I removed the first 2 NFC teams and the last 2 AFC teams this was very easy and now when I look at the Team Rankings I show 24 teams, and when I look at the NFC/AFC they only show 12 teams 🙂 This also will change the split for NFL Leaders if used correctly. Hope that helps 🙂

> On 12/6/2012 at 12:23 PM, pambazos88 said:
>
> JSTOUT Thx for that locations!!, But, how did you manage to move cursors the way it should? (because if you wanted to add a team "below" Steelers= 5 teams in AFC CENTRAL, when your cursor points the JETS, and you push "RIGHT"pad it still goes to SEAHAWKS location, and viceversa, ignoring the "NEW TEAM ADDITION" in the middle) (I think this happens in every "MINI HELMET" menu), I made a total different array of teams, in order to have 15 teams in AFC, as I wanted, but since "PRESEASON" & "TEAM CONTROL" menus, have a different team alingment than "TEAM DATA", the starting pointer of them are different, because of this "original cursor order" to still be logical. Not to mention all the mess it does to the TEAM RANKINGS, and NFL STANDINGS (again, in order to keep a logical order).

➕ Quote   ♡

---

pambazos88
Starter
●●●●

Members
➕ 123
155 posts
Location: MX

Report post ⤴

Ok, I think I see what you did. But I still dont understand 1 thing : You say youve "removed" BUF and IND, that means East-AFC has only 3 teams, then what does your PRESEASON menu shows??
is it like this?:

➕ Quote   ♡

---

pambazos88
Starter
●●●●

Members
➕ 123
155 posts
Location: MX

Report post ⤴

--- CIN DEN
--- CLE KC
MIA HOU RAI
NE PIT SD
JETS --- SEA

➕ Quote   ♡

pambazos88

Starter

●●●●

Members

+ 123

155 posts

Location: MX

i DONT know how to paste an image in this post, sorry

+   Quote

---

pambazos88

Starter

●●●●

Members

+ 123

155 posts

Location: MX

The teams are still there, so, how did you set the cursor to "START" at a team that is "visible"?,

+   Quote

---

pambazos88

Starter

●●●●

Members

+ 123

155 posts

Location: MX

Oh. I see now!, but for example, here is what I did in order to keep the "cursor path" logical in my MOD. I "switched" all the first row in AFC,(BUF - CIN - DEN) to the last NFC one (DAL - T.B - *) "removing it", then just move all teams in AFC to an "upper" position, but "removed" SEA. and it looks like this now:

This ROM is a BIG**10** conference, and a **15** teams NATIONAL conference (25 team game) Since BUF is still the first team, (in PRESEASON menu) the cursor's startpoint appears over BUF. (which is now a NFC team). But it keeps the logical path of the cursor (since I only switched first and last rows)

| + | Quote |

---

pambazos88

Starter

●●●●

Members

➕ 123

155 posts

Location: MX

Report post ⬚

All of this mess was because I only wanted to add a 15th team to a conference, having 5 teams per division. **How can you achieve this?, leaving the cursor-path "logical", on every screen menu involving the Mini Helmets???** (by logical I mean that if you press your "right-pad", the cursor goes a team to the right. if you press "down", it moves the cursor a team down).
I dont remember quite right, but I think you cant "just add" a team on AFC-Central, nor WEST-NFC, pretending you have filled that "blank" with this team youve put in, because the cursor has already a designed order to follow. **How can you MODIFY these orders then???**

| + | Quote |

---

pambazos88

Starter

●●●●

Members

➕ 123

Report post ⬚

The problem is this: When you want to "put" a team in a "blank" (AFC central/ NFC western) first thing you might try, is to set the cursor to stop at any of these points (below PIT, or below ATL). So you go to the offsets corresponding to these "arrow-cursors" and "add" some "coords" for the cursor to stop. (these spaces are marked with the "FF FF" coords, so they can be "unreachable", or sthing like that). Then, after adding these coords, you can go to the menu youve modified, and actually see how the cursor (arrow-pointer) lands on a "spot" where a team could be selected (cursor stays right over there just "flashing"). Then you obviously press the "A" button, and the team that you get is the BILLS. (in team data

menu you can have 3 "spots" where the BILLS roster can be opened from). But I know (because I have a ROM I messed around with) that you can have any other team to be selectable at least in the "TEAM DATA" menu. (Because somehow this ROM I made has the same Rosters on EASTERN AFC, and NFC.) If you select BUF, it opens the WAS roster. if you select IND, it shows the GIA TEAM DATA. Select MIA, and it shows PHI. but if you open any of EAST-NFC team data, they're all correct, showing the correspondig Roster.
For this I'm certain that in TEAM DATA menu, you can "assign" a value (corresponding to a specific team) to each "coords.", so that you can have the team you want, to be "reached" from any spot you like.
So, **Where are these offset locations?** (I just cant find them on my notes) and, **Arent there some similar assignments for the PRESEASON, and TEAM CONTROL menus???**

+ Quote

---

pambazos88
Starter
● ● ● ●

Members
⊕ **123**
155 posts
Location: MX

Posted December 10, 2012

Found them: **22C36 - 22C53** [offset] (uses "order"), ***This is for "Team Data" menu*** (http://tecmobowl.org/topic/7850-removing-teams-from-the-menu/) Now I hope I can find the PRESEASON locations.

+ Quote

TheRaja
TFO Chief Operating Officer
● ● ● ●

Members
⊕ **73**
273 posts
Owner of the Tecmo Football Owners (TFO)

Posted December 11, 2012

Sorry man havn't been online but yeah you found it. I think the Preseason one starts at 325BF. If thats not it search for "00 05 09 01 06 0A 02 07 0B" as that is the start of the code used.

> ⌄ **On 12/10/2012 at 8:01 PM, pambazos88 said:**
>
> Found them: **22C36 - 22C53** [offset] (uses "order"), ***This is for "Team Data" menu*** (http://tecmobowl.org...-from-the-menu/) Now I hope I can find the PRESEASON locations.

+ Quote

---

pambazos88
Starter
● ● ● ●

Posted December 13, 2012

BTW HOW CAN YOU PASTE A FUCKING IMAGE IN THESE POSTS?????

pambazos88

Starter
●●●●

Posted December 13, 2012

Quote

That was right : at **x325BF** starts the locations for the TEAM CONTROL, and at **x22C13** the PRESEASON.
Hey man, could you please tell if the team abbr. (TEXT) shown in these Mini helmet menus have a coords. table?, because I only see that the minihelmets have one. (I think they follow that same order, because of the info. at x1F8B5, but I just cant figure it out what does the offsets at x1E943 - x1E960 control exactly)

Quote

DFM

Tecmo Legend
●●●●●●

You need to use the image button -
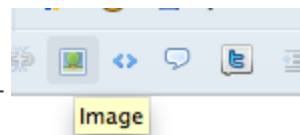
Image

Quote

⬆ 1

RonNewman75 reacted to this

pambazos88

Starter
●●●●

Posted December 13, 2012

NO, Image button asks for a URL

Quote

pambazos88

Starter

●●●●

Posted December 13, 2012

Report post

No matter what image, in my computer shows it right, then I go to another computer, and my profile image is the one that was uploaded...

+ Quote

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted December 20, 2012

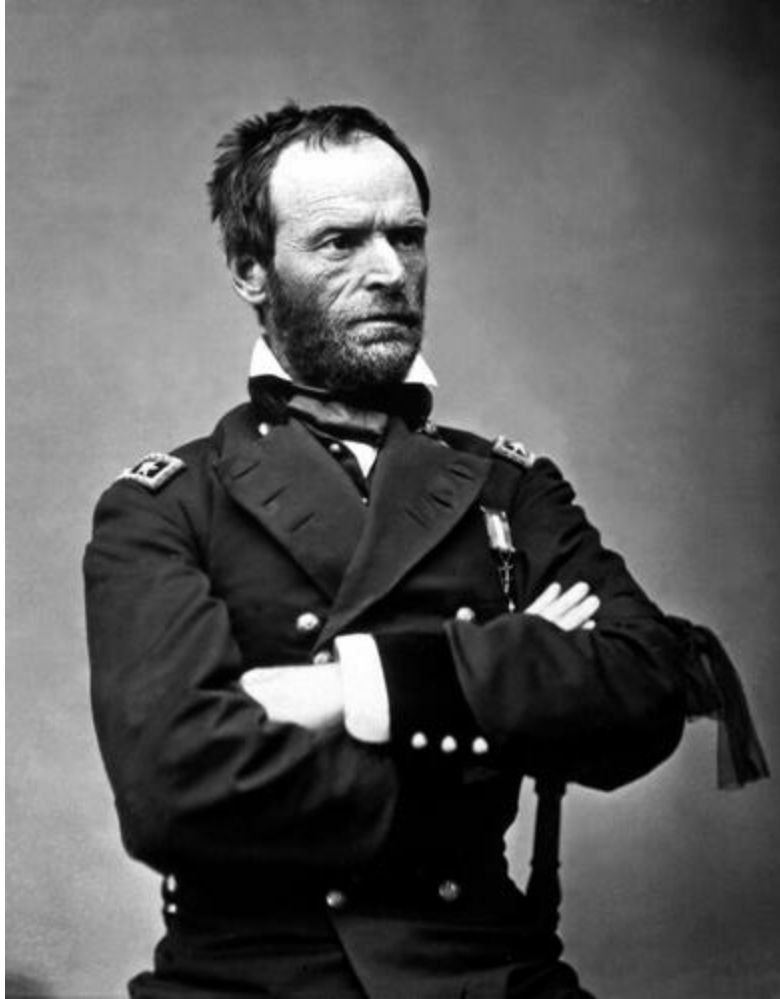Report post

RE: paste a fucking image

1. hit "more reply options" button

2. go down to attach a file, select the file (image in your case)

3. click "attach this file"

4. click "add to post" and the image will be placed in the post,on the line where your cursor is

> **Quote**
>
> **pambazos88**
> Posted 13 December 2012 - 08:55 PM
> BTW HOW CAN YOU PASTE A FUCKING IMAGE IN THESE POSTS?????

+ Quote

⬆ 2 ♡

Knobbe and pambazos88 reacted to this

"The right to speak and the right to refrain from speaking are complementary components of ... ✕
'individual freedom of mind.'"

link to change one's signature

pambazos88
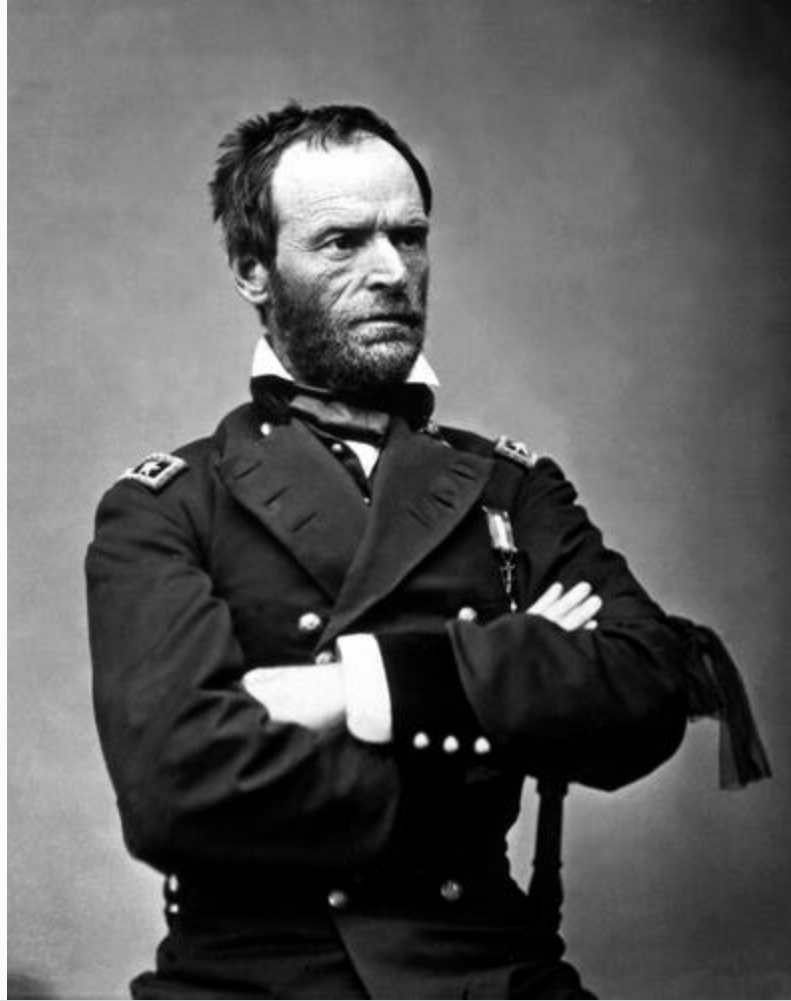Starter
●●●●

Members
➕ 123
155 posts
Location: MX

Posted December 21, 2012   Report post ⤴

> **On 12/20/2012 at 7:15 PM, buck said:**
>
> RE: paste a fucking image
> 1. hit "more reply options" button
> 2. go down to attach a file, select the file (image in your case)
> 3. click "attach this file"
> 4. click "add to post" and the image will be placed in the post,on the line where your cursor is

that was easy, THX BUCK!

+ Quote

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