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Team Location Name/Mascot Length Pointer

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Team Location Name/Mascot Length Pointer

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By Ghost, April 20, 2014 in ROM Editing Discussion

• Team   • Team Name   • Length   • Pointer

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Ghost
Starter
●●●●

Members
⊕ 40
104 posts

Posted April 20, 2014   Report post ⮌

I'm sorry if this has been answered before. I searched the forum but couldn't find the answer to this.

At 01fd7c the team locations start followed by team names. Where are the variable lengths for theses values set?

I'm just using a copy of the tpc_original.nes rom.

➕   Quote   ♡

---

pambazos88
Starter
●●●●

Posted April 20, 2014 (edited)   Report post ⮌

I know there is a thread about the Pointers for this section (TEAMS' NAMES), but I dont know why the search for my browser sometimes freezes, So I could not find it in the Docs-Directory either.
I think we all got used to the *TSB-TOOLS/EDITORS*, since they do all the dirty work for us. I dont have to worry about these pointers anymore. You also can trust all these editors when you want to change something within this section of the rom.

Members

+ 123

155 posts

Location: MX

These Editors help us creating some pointers "automatically". And most of these tools have been programmed so that you can not make mistakes when inputting the names. This means some editors wont let you "exceed" the "allowed" number for name's characters, simply because they will crash the game at some point. (If memory is exceeded or something like that..) Or maybe because the game was just not programmed that way:

You can see here that you can input a longer name, But it just doesnt make sense ON SOME OTHER SCREENS:

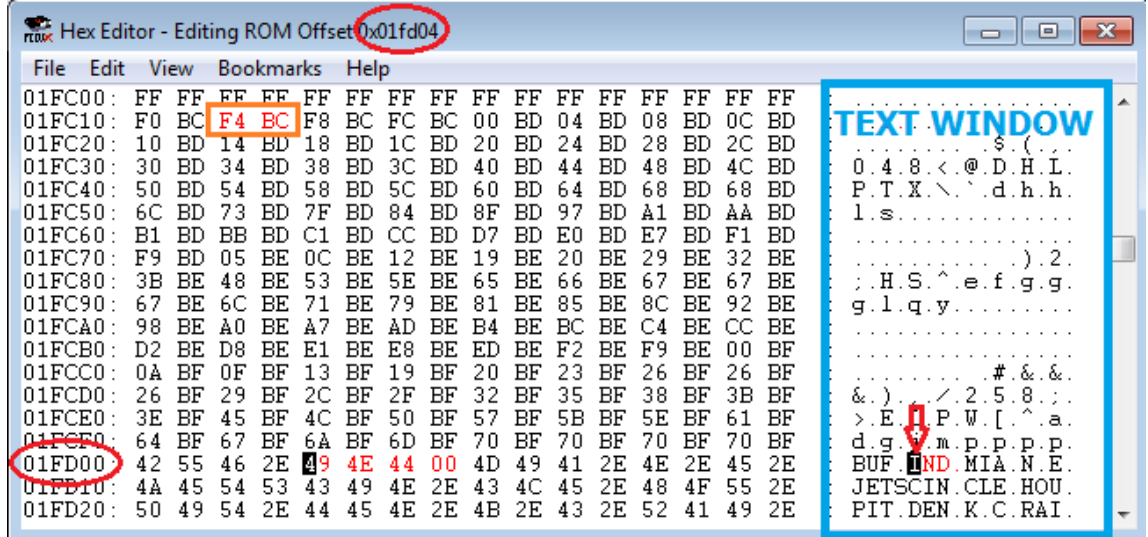The game was programmed so that only **3 characters** appear "correctly" on this screen.

The pointers for this section are just above the offset you mention: **They start at offset x1FC10**, where it says $F0 BC.
F0BC is the pointer for offset x**1FD00**. As you can see, pointers in this section "point" to their corresponding offset just by:
1. switching the bytes from the pointer: F0 BC -> BCF0,
2. then add the HEX value of **14010**: BCF0+14010= 1FD00.
Now at offset **1FD00** is located the first "text" that the rom will read for this section, which is "**BUF.**"

Right after the first pointer, comes the second pointer, it indicates F4BC, which points to offset 1FD04. On the "TEXT-window" from your HEX-Editor it reads "IND."
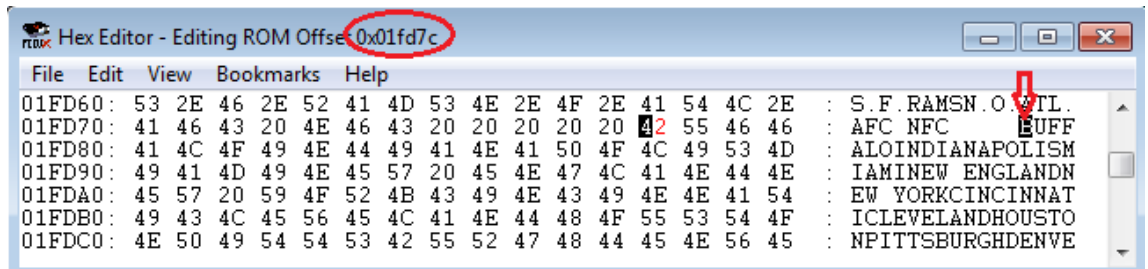
```
Hex Editor - Editing ROM Offset 0x01fd04
File  Edit  View  Bookmarks  Help
01FC00:  FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF    ................
01FC10:  F0 BC F4 BC F8 BC FC BC 00 BD 04 BD 08 BD 0C BD    ........$.(..
01FC20:  10 BD 14 BD 18 BD 1C BD 20 BD 24 BD 28 BD 2C BD
01FC30:  30 BD 34 BD 38 BD 3C BD 40 BD 44 BD 48 BD 4C BD    0.4.8.<.@.D.H.L.
01FC40:  50 BD 54 BD 58 BD 5C BD 60 BD 64 BD 68 BD 68 BD    P.T.X.\.`.d.h.h.
01FC50:  6C BD 73 BD 7F BD 84 BD 8F BD 97 BD A1 BD AA BD    l.s.............
01FC60:  B1 BD BB BD C1 BD CC BD D7 BD E0 BD E7 BD F1 BD    ................
01FC70:  F9 BD 05 BE 0C BE 12 BE 19 BE 20 BE 29 BE 32 BE    ..........).2.
01FC80:  3B BE 48 BE 53 BE 5E BE 65 BE 66 BE 67 BE 67 BE    ;.H.S.^.e.f.g.g.
01FC90:  67 BE 6C BE 71 BE 79 BE 81 BE 85 BE 8C BE 92 BE    g.l.q.y.........
01FCA0:  98 BE A0 BE A7 BE AD BE B4 BE BC BE C4 BE CC BE
01FCB0:  D2 BE D8 BE E1 BE E8 BE ED BE F2 BE F9 BE 00 BF
01FCC0:  0A BF 0F BF 13 BF 19 BF 20 BF 23 BF 26 BF 26 BF    .........#.&.&.
01FCD0:  26 BF 29 BF 2C BF 2F BF 32 BF 35 BF 38 BF 3B BF    &.).,./.2.5.8.;.
01FCE0:  3E BF 45 BF 4C BF 50 BF 57 BF 5B BF 5E BF 61 BF    >.E.L.P.W.[.^.a.
01FCF0:  64 BF 67 BF 6A BF 6D BF 70 BF 70 BF 70 BF 70 BF    d.g.j.m.p.p.p.p.
01FD00:  42 55 46 2E 49 4E 44 00 4D 49 41 2E 4E 2E 45 2E    BUF.IND.MIA.N.E.
01FD10:  4A 45 54 53 43 49 4E 2E 43 4C 45 2E 48 4F 55 2E    JETSCIN.CLE.HOU.
01FD20:  50 49 54 2E 44 45 4E 2E 4B 2E 43 2E 52 41 49 2E    PIT.DEN.K.C.RAI.
```

Now **The lenght of these words is determined by the pointers themselves**:

if you have **F4BC** (IND) and you have **F0BC** (BUF) You can see each pointer has a lenght of **4 characters**; (BCF4 - BCF0 = **04**) This means the game will read only 4 characters (letter, number, period, commas, etc) and then go to the next name to repeat the procedure.

The important thing here is that you to know that the game reads THE POINTERS first to know the lenght of each text. Because as you can see the "CITY NAMES" (starting at offset **1FD7C** with "BUFFALO") are no longer 4 characters each. **The LENGHT is based on the "difference" of 2 "consecutive-pointers":**
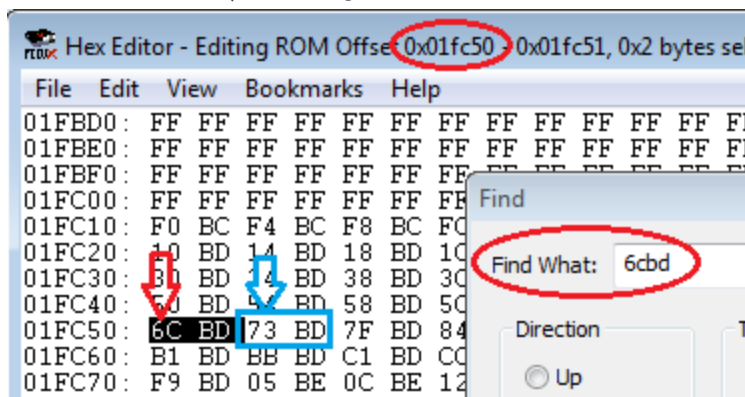
If you want to change the length of the text **BUFFALO** you will first need to know its location. (you know that your TEXT-Window will show the offset just by clicking the first letter of your text):


```
Hex Editor - Editing ROM Offset 0x01fd7c
File  Edit  View  Bookmarks  Help
01FD60:  53 2E 46 2E 52 41 4D 53 4E 2E 4F 2E 41 54 4C 2E   :  S.F.RAMSN.O.ATL.
01FD70:  41 46 43 20 4E 46 43 20 20 20 20 20 42 55 46 46   :  AFC NFC     BUFF
01FD80:  41 4C 4F 49 4E 44 49 41 4E 41 50 4F 4C 49 53 4D   :  ALOINDIANAPOLISM
01FD90:  49 41 4D 49 4E 45 57 20 45 4E 47 4C 41 4E 44 4E   :  IAMINEW ENGLANDN
01FDA0:  45 57 20 59 4F 52 4B 43 49 4E 43 49 4E 4E 41 54   :  EW YORKCINCINNAT
01FDB0:  49 43 4C 45 56 45 4C 41 4E 44 48 4F 55 53 54 4F   :  ICLEVELANDHOUSTO
01FDC0:  4E 50 49 54 54 53 42 55 52 47 48 44 45 4E 56 45   :  NPITTSBURGHDENVE
```

This text: **"BUFFALO"** is located at offset x**1FD7C**, which means by reverting the process that the "pointer" you shall find is:

2. Substract hex**14010**: 1FD7C -14010= **BD6C**,

1. switch resulting bytes: BD6C -> 6C BD. This is the pointer that determines the text location: **6CBD**. * (You can go to offset x1FC10 and "search/find" this pointer)


```
Hex Editor - Editing ROM Offset 0x01fc50  0x01fc51, 0x2 bytes sel
File  Edit  View  Bookmarks  Help
01FBD0:  FF FF FF FF FF FF FF FF FF FF FF FF FF
01FBE0:  FF FF FF FF FF FF FF FF FF FF FF FF FF
01FBF0:  FF FF FF FF FF FF FF
01FC00:  FF FF FF FF FF FF FF          Find
01FC10:  F0 BC F4 BC F8 BC FC
01FC20:  10 BD 14 BD 18 BD 1C      Find What:  6cbd
01FC30:  30 BD 34 BD 38 BD 3C
01FC40:  50 BD 54 BD 58 BD 5C
01FC50:  6C BD 73 BD 7F BD 84      Direction
01FC60:  B1 BD BB BD C1 BD C
01FC70:  F9 BD 05 BE 0C BE 12        Up
```

it is located at offset 1FC50. Now if you wanted to make text "**BUFFALO**" longer, simply add the number of letters you need to the **NEXT/FOLLOWING POINTER**. which is **73BD** at offset x**1FC52**. I will re-name my city "**BUFFALOES**" so I will need **2 more letters**:

Hex Editor - Editing ROM Offset 0x01fd7c - 0x01fd84, 0x9 bytes selected

```
01FC30:  30 BD 34 BD 38 BD 3C BD 40 BD 44 BD 48 BD 4C BD  :  0.4.8.<.@.D.H.L.
01FC40:  50 BD 54 BD 58 BD 5C BD 60 BD 64 BD 68 BD 68 BD  :  P.T.X.\.`.d.h.h.
01FC50:  6C BD 75 BD 7F BD 84 BD 8F BD 97 BD A1 BD AA BD  :  l.u............
01FC60:  B1 BD BB BD C1 BD CC BD D7 BD E0 BD E7 BD F1 BD  :  ...............
01FC70:  F9 BD 05 BE 0C BE 12 BE 19 BE 20 BE 29 BE 32 BE  :  ........... .).2.
01FC80:  3B BE 48 BE 53 BE 5E BE 65 BE 66 BE 67 BE 67 BE  :  ;.H.S.^.e.f.g.g.
01FC90:  67 BE 6C BE 71 BE 79 BE 81 BE 85 BE 8C BE 92 BE  :  g.l.q.y........
01FCA0:  98 BE A0 BE A7 BE AD BE B4 BE BC BE C4 BE CC BE  :  ...............
01FCB0:  D2 BE D8 BE E1 BE E8 BE ED BE F2 BE F9 BE 00 BF  :  ...............
01FCC0:  0A BF 0F BF 13 BF 19 BF 20 BF 23 BF 26 BF 26 BF  :  ....... .#.&.&.
01FCD0:  26 BF 29 BF 2C BF 2F BF 32 BF 35 BF 38 BF 3B BF  :  &.).,./.2.5.8.;.
01FCE0:  3E BF 45 BF 4C BF 50 BF 57 BF 5B BF 5E BF 61 BF  :  >.E.L.P.W.[.^.a.
01FCF0:  64 BF 67 BF 6A BF 6D BF 70 BF 70 BF 70 BF 70 BF  :  d.g.j.m.p.p.p.p.
01FD00:  42 55 46 2E 49 4E 44 2E 4D 49 41 2E 4E 2E 45 2E  :  BUF.IND.MIA.N.E.
01FD10:  4A 45 54 53 43 49 4E 2E 43 4C 45 2E 48 4F 55 2E  :  JETSCIN.CLE.HOU.
01FD20:  50 49 54 2E 44 45 4E 2E 4B 2E 43 2E 52 41 49 2E  :  PIT.DEN.K.C.RAI.
01FD30:  53 2E 44 2E 53 45 41 2E 57 41 53 2E 47 49 41 2E  :  S.D.SEA.WAS.GIA.
01FD40:  50 48 49 2E 50 48 58 2E 44 41 4C 2E 43 48 49 2E  :  PHI.PHX.DAL.CHI.
01FD50:  44 45 54 2E 47 2E 42 2E 4D 49 4E 2E 54 2E 42 2E  :  DET.G.B.MIN.T.B.
01FD60:  53 2E 46 2E 52 41 4D 53 4E 2E 4F 2E 54 4C 2E  :  S.F.RAMSN.O.ATL.
01FD70:  41 46 43 20 4E 46 43 20 20 20 20 20 42 55 46 46  :  AFC NFC     BUFF
01FD80:  41 4C 4F 45 53 44 49 41 4E 41 50 4F 4C 49 53 4D  :  ALOESDIANAPOLISM
01FD90:  49 41 4D 49 4E 45 57 20 45 4E 47 4C 41 4E 44 4E  :  IAMINEW ENGLANDN
```
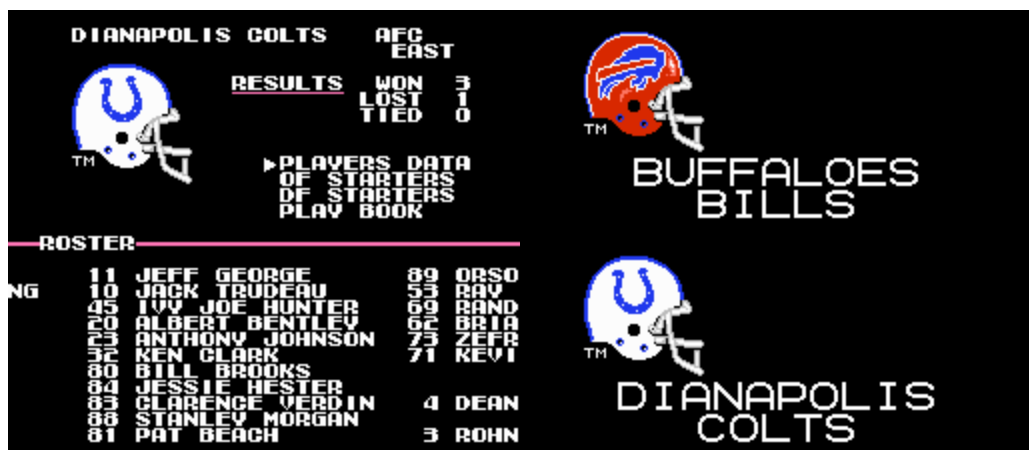
It read **73BD** (which was the pointer to start reading the next team: "*INDIANAPOLIS*"), but since I will be needing 2 more characters for **BUFFALOES**, it will now read **75BD**. Then write "**BUFFALOES**" on the TEXT window.
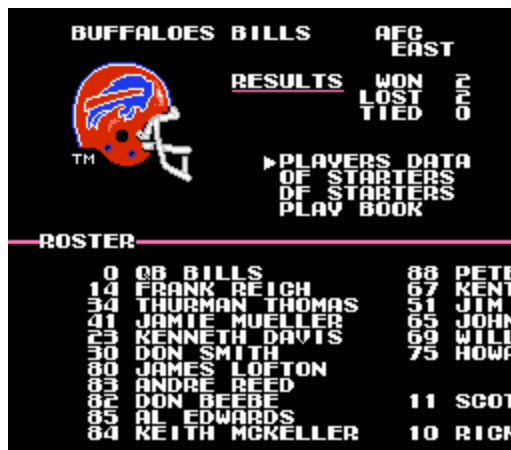
BUT by adding 2 characters to your first city, you also "shortened" the next city by 2 characters:

You will need "adjusments" for **ALL THE REST OF THE TEAMS**. This is why *TSB-EDITORS* are so widely used!.

Edited April 20, 2014 by pambazos88

+ Quote

↑ 6

Bodom, Ghost, Tundraveti311 and 3 others reacted to this

Ghost
Starter
●●●●

Members
⊕ 40
104 posts

Posted April 21, 2014

Thank you! That's way more than I could have ever hoped for as far as help! Can't wait to dig in!

+ Quote

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members
⊕ 1,541
5,286 posts
Location: Boston, MA

Posted April 21, 2014

Good man, Pambazos.

+ Quote

Ghost
Starter
●●●●

Members
⊕ 40
104 posts

Posted April 21, 2014

Thanks again pambazos. Thanks to your awesome walk through I was able to successfually change the lengths of team locations and their names.

As with any good question though, it led me to more questions.

1.Perhaps I missed it but where did the value 14010 come from?

2. You mention TSB editors that can do this, I can't find one mentioned in the TSB Programs thread or by searching the forum, could you point me to one?

+ Quote

Ghost

Starter

●●●●

Members

➊ 40

104 posts

Report post

Well I feel silly after some digging I found TSB Manager 1.3

here

However I'd be open to any other tools you guys think would be helpful.

➕ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●

●●●●●●●●●●●●●●

Founder

SITE FOUNDER

➊ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted April 21, 2014

Report post

Actually, this has supplanted TSB Manager

http://tecmobowl.org/topic/11106-tsb-editor-tsbtool-supreme-season-generator/

➕ Quote

Elsewhere

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook
- 💬 Join us on Discord
- 📺 Tecmobowl Twitch
- ▶ Youtube

"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Tecmonster

rom producer

●●●●●

Posted April 21, 2014

Report post

Pambazos will break his back to help someone hack. Great dude.

Ghost

Starter

●●●●

Members
40
104 posts

Posted April 21, 2014

Report post

> On 4/21/2014 at 11:33 AM, Knobbe said:
>
> Actually, this has supplanted TSB Manager
>
> http://tecmobowl.org/topic/11106-tsb-editor-tsbtool-supreme-season-generator/

I have used the TSB Supreme editor and it is awesome but I don't see a way to use it to change the name of team or it's city like I can in TSB Manager 1.3. Is there a way to do this with TSBTool Supreme ?

＋ Quote

Ghost

Starter

●●●●

Members
40
104 posts

Posted April 21, 2014

Report post

> On 4/21/2014 at 11:40 AM, Tecmonster said:
>
> Pambazos will break his back to help someone hack. Great dude.

Agreed, I'm more than grateful for all the help he provided.

＋ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted April 21, 2014

Report post

> On 4/21/2014 at 11:56 AM, Ghost said:
>
> I have used the TSB Supreme editor and it is awesome but I don't see a way to use it to change the name of team or it's city like I can in TSB Manager 1.3. Is there a way to do this with TSBTool Supreme ?

Oh yeah, good point. I didn't read that very well!

+   Quote

Ghost

Starter

●●●●

Members

⊕ **40**

104 posts

Posted April 25, 2014

Report post

> **On 4/20/2014 at 2:04 PM, pambazos88 said:**
>
> I think we all got used to the *TSB-TOOLS/EDITORS*, since they do all the dirty work for us. I dont have to worry about these pointers anymore. You also can trust all these editors when you want to change something within this section of the rom.
> These Editors help us creating some pointers "automatically". And most of these tools have been programmed so that you can not make mistakes when inputting the names. This means some editors wont let you "exceed" the "allowed" number for name's characters, simply because they will crash the game at some point. (If memory is exceeded or something like that..) Or maybe because the game was just not programmed that way:
> ......
>
> You will need "adjusments" for **ALL THE REST OF THE TEAMS**. This is why *TSB-EDITORS* are so widely used!.

I hate to bug you guys again, but pambazos88 seems to indicate there is some sort of tool that lets you rename teams without altering each ones byte length. I would definitely prefer to do it it using a tool. As I indicated above TSB Supreme.

Does anyone know the tool/tools he is speaking of.

+   Quote

Knobbe

Tecmo Godfather

Posted April 25, 2014

Report post

I seem to remember someone developing an Excel based tool that generates the team

pointers. Does anyone else know about this? I don't see it linked in the documentation.

+ Quote

▲ 1

Ghost reacted to this

Founder

SITE FOUNDER

⊕ 3,242
17,586 posts
Tecmo Titles: 1
Founder of T-Borg

Elsewhere

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook
- Join us on Discord
- Tecmobowl Twitch
- ▶ Youtube

"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips
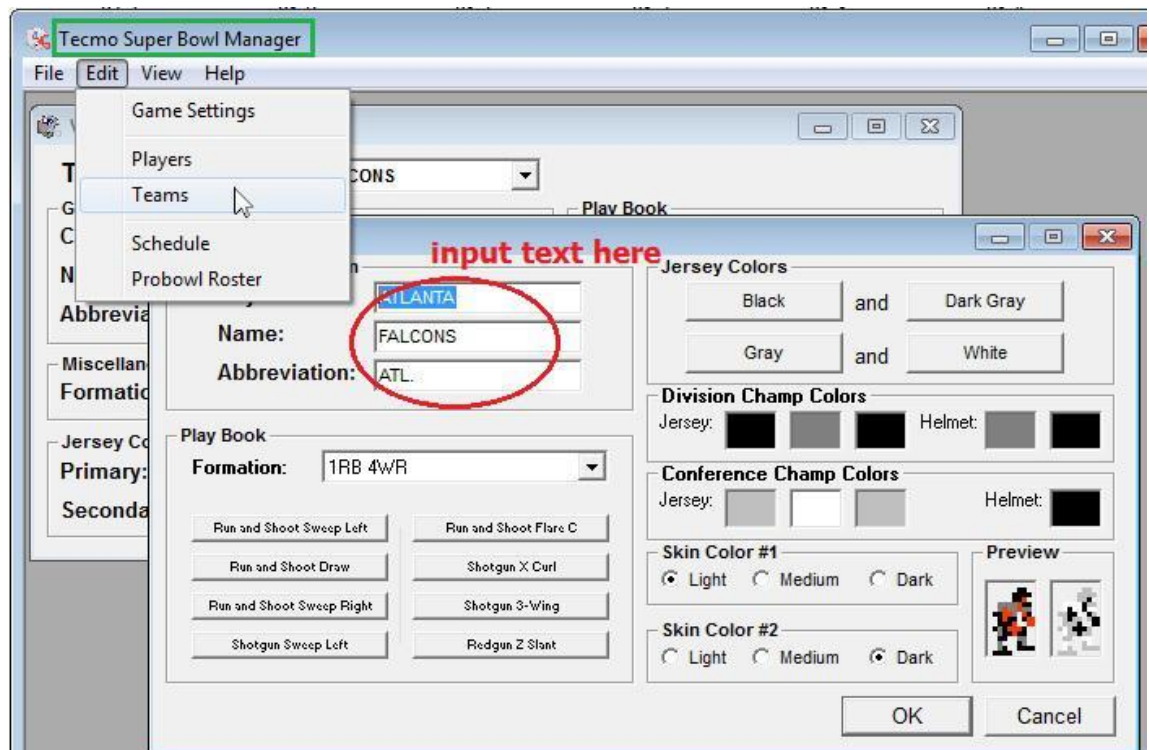
pambazos88

Starter

●●●●

Members
⊕ 123
155 posts
Location: MX

Posted April 25, 2014

Report post ⤴

I see the point in your comment about **TSB TOOL**. I also didnt know how to change Team´s names with it. (I cant tell if this is even possible with this tool..)

However there are some other tools/editors that can help you with this. Sorry I am not able to link them, but I guess you can find them very easily.

TSB Manager for *Windows* is probably one of the first tools created for editing TSB rom. (Mainly for names, uniform colors, and player's attributes.)
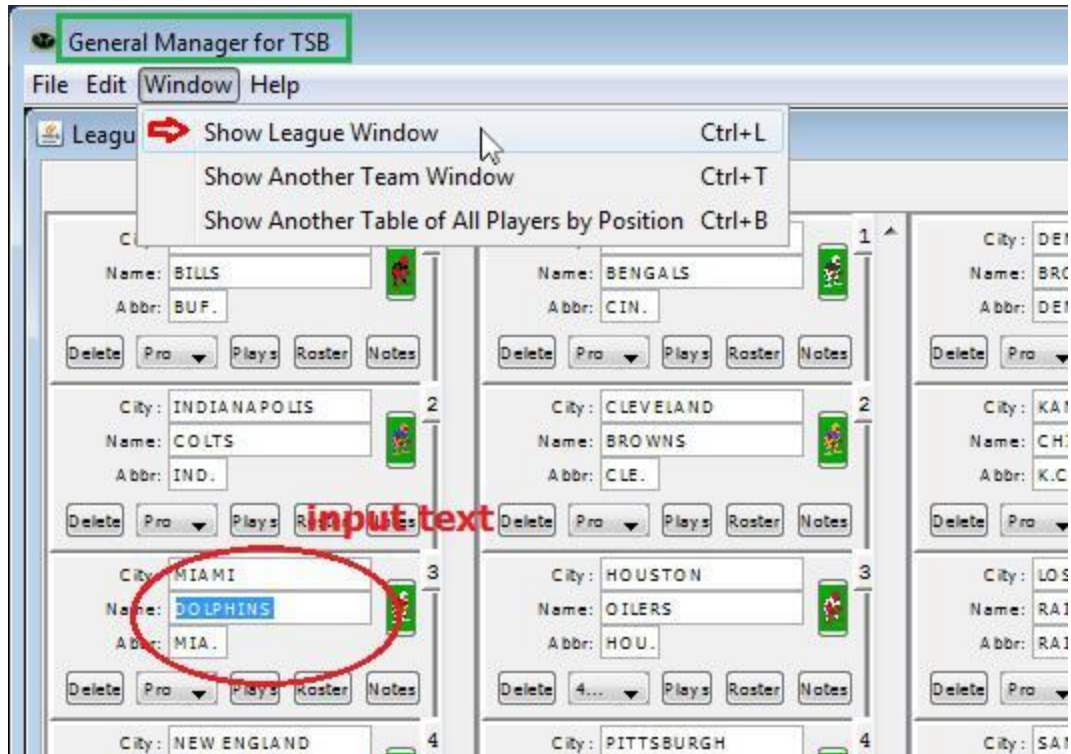
General Manager for TSB is a *Java* based tool (I think this works on *Mac* and *Linux* too) used for the same purpose.

I dont think any of these editors support the 32-Teams rom. Anyway they can help you with the first 28 pointers..

＋　Quote

⬆ 1

Ghost reacted to this

Ghost

Starter

●●●●

Posted April 26, 2014

Report post

> **On 4/25/2014 at 4:45 PM, pambazos88 said:**
>
> I see the point in your comment about **TSB TOOL**. I also didnt know how to change Team´s names with it. (I cant tell if this is even possible with this tool..)
> However there are some other tools/editors that can help you with this. Sorry I am not able to link them, but I guess you can find them very easily.

> 🔗 TSBM.jpg
>
> **TSB Manager** for *Windows* is probably one of the first tools created for editing TSB rom. (Mainly for names, uniform colors, and player's attributes.)
>
> 🔗 GM TSB.jpg
>
> **General Manager for TSB** is a *Java* based tool (I think this works on *Mac* and *Linux* too) used for the same purpose.
>
> **I dont think any of these editors support the 32-Teams rom**. Anyway they can help you with the first 28 pointers..

Thanks again pambazos88, I'll have to try the General Manager for TSB, as the TSB Manager tends to off set things and screw up the Season screen (at least on the Arena football rom I'm making)

➕   Quote

♡

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

⊕ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted April 26, 2014   Report post ⌄

> ⌄ **On 4/26/2014 at 7:48 AM, Ghost said:**
>
> Thanks again pambazos88, I'll have to try the General Manager for TSB, as the TSB Manager tends to off set things and screw up the Season screen (at least on the Arena football rom I'm making)

look, you're better off just figuring out how it works (see pambazos post where he explains).

it will take you maybe an hour to figure it out (and make the changes you want). and once you've figured it out, you can pull off changing all the names in like 30 min.

➕   Quote

♡

"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

Ghost

Starter

●●●●

Posted April 28, 2014   Report post ⌄

> ⌄ **On 4/26/2014 at 8:25 AM, buck said:**
>
> look, you're better off just figuring out how it works (see pambazos post where he explains).

it will take you maybe an hour to figure it out (and make the changes you want). and once you've figured it out, you can pull off changing all the names in like 30 min.

As I said in one of my posts above I was able to figure this out thanks to pambozas awesome walk through. However I was still curious about the programs he mentioned which is why I asked about them.

Tundrayeti311

Starter
●●●●

Posted October 24, 2017 (edited)

> **On 4/21/2014 at 10:31 AM, Ghost said:**
>
> Thanks again pambazos. Thanks to your awesome walk through I was able to successfually change the lengths of team locations and their names.
>
> As with any good question though, it led me to more questions.
>
> 1.Perhaps I missed it but where did the value 14010 come from?
>
> 2. You mention TSB editors that can do this, I can't find one mentioned in the TSB Programs thread or by searching the forum, could you point me to one?

@pambazos88 - excellent response! I too would like to know where "14010" comes from. I'm trying to figure out how to map between the player pointers and player data, and I think I need that same type of value.

Alternatively, if anyone can show me where the pointer to 0x6DA (QB Bill's jersey #) is, I should be able to figure it out.

Edited October 24, 2017 by Tundrayeti311

Tundrayeti311

Starter
●●●●

Posted October 25, 2017 (edited)

> **On 10/24/2017 at 2:52 PM, Tundrayeti311 said:**
>
> @pambazos88 - excellent response! I too would like to know where "14010" comes from. I'm trying to figure out how to map between the player pointers and player data, and I think I need that same type of value.

Alternatively, if anyone can show me where the pointer to 0x6DA (QB Bill's jersey #) is, I should be able to figure it out.

So I've been able to determine that starting at 0x10 there are 28 pointers to where a team's player's name info pointers (jersey#, firstname, LASTNAME) start, then the player's name info starts at 0x6DA. 0x7FF0 is the memory address offset being used.

x3010 - x3CDC has the player attribute information, but I haven't been able to figure out how to "read" it yet. Is this documented somewhere that I've missed?

Edited October 25, 2017 by Tundrayeti311

+ Quote

bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

⊕ 3,074
11,466 posts
Location: Ca

Posted October 25, 2017

Tundrayeti I think this info is all posted in the rom hacking section

+ Quote

Tundrayeti311
Starter
●●●●

Members
⊕ 17
200 posts

Posted October 26, 2017

thanks for the help @bruddog , awesome as always!

I searched through the page source of the pinned TSB Hacks | Documentation Directory post for this link http://tecmobowl.org/forums/topic/69298-player-attribute-locations-in-hex-file/, but I didn't see it listed. If it could be added, I think that would be a good addition to an already excellent resource.

+ Quote

💬 Reply to this topic...

SIMILAR CONTENT

R

QB's ALL TIME

By **Ryzzynnwa**

Creating an all time Tecmo Super Bowl and wanted to get feedback from the tecmo community. I used a formula to calculate value for QB's numbers in different era's. They are as follows Modern era (now-94), tecmo era (93-78), merger era (77-66), and old school (66-football began) each signifies significant changes in the game. 94 is the first major changes for the new...

S

The Link Between Team Names and Team Rankings Page

By **shmue**

Hi All,

...

Young Melo's 2k15 repost for nes

By **young_carmello724**

NES Tecmo Basketball 2K15

...

Question...31 team 1998 Rom

By **Burnin Therman**

Hi guys,

...

RECENTLY BROWSING   1 MEMBER

SBlueman

Theme ▾   Contact Us