





Forums

Downloads

Experiences -

Online Leagues ▼

Search...

Q

Home Page

Member map

Online Users

Staff

★ Home > Forums > Hacking/Emulation > ROM Editing Discussion > Bruddog's "Tecmo Playbook Hackers" Document v2.0

✓ Mark site read

0



Bruddog's "Tecmo Playbook Hackers" Document v2.0

Follow

By Yak, January 26, 2013 in ROM Editing Discussion

Start new topic

Reply to this topic

Yak

Tecmo Fanatic

Members

O 1,541 5,286 posts Location: Boston, MA Posted January 26, 2013

Attached is a document by forum member Bruddog that "every new TSB hacker should read", so says many people of this forum. New members would be wise to give it a read. It comes highly recommended and will help familiarize yourself with the kind of work ahead of you if you plan to get your hands dirty in re-coding elements of Tecmo Super Bowl's playbooks.



Quote

Forward by Bruddog, "This quidebook collects and organizes a lot of information found by a number of people that can also be found at in the hacking documentation forum. This guide is missing a lot of graphical hack information. Since I am not as knowledgeable or as good at the graphical hacks, I have left that information out."

TECMO PLAYBOOK HACKERS GUIDEBOOK ver2.0.doc

Quote

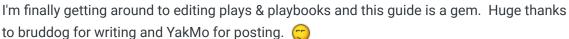
Bodom and quince3800 reacted to this



Bodom

Tecmo Legend

Posted September 26, 2013









Members **3**,912 posts

3,912 posts **Location:** Boston MA

Question for the gurus. There's 1 thing I'm unclear about - pointers. When 'swapping' pass plays from one slot to another, does anything have to be changed with the "other" pass info (such as WR priority, pass timing, stand forever/throw/run, etc...) or does it follow the play when swapped?



Quote



bruddog

Down with button mashing



Posted September 26, 2013

Report post

For swapping plays. I highly recommend theplay editing tool that emuware put out long ago. The one thing that I use it for that works perfectly is the play swap feature:



Moderators

◆ 3,074 11,466 posts **Location:** Ca http://tecmobowl.org/topic/4100-nes-tsb-play-editor-beta3-release/

It makes sure to swap the blitz byte correctly.

But to answer your question. As long as you are just swapping plays via in the 0x1D4xx section, all you need to worry about is swapping the correct defensive bytes with the play you swap. The defensive bytes are located staarting at X1DC10.



Quote



Bodom

Tecmo Legend

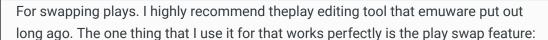


Members **◆ 876** 3,912 posts

3,912 posts **Location:** Boston MA

Posted September 26, 2013 (edited)

On 9/26/2013 at 1:45 PM, bruddog said:



http://tecmobowl.org/topic/4100-nes-tsb-play-editor-beta3-release/

It makes sure to swap the blitz byte correctly.

But to answer your question. As long as you are just swapping plays via in the 0x1D4xx section, all you need to worry about is swapping the correct defensive bytes

with the play you swap. The defensive bytes are located staarting at X1DC10.

EDIT: This is the same tool I'm using.

I noticed that this tool swaps the formation and defense reactions and I totally get all the blitz bytes, for both O and D (thanks to the guide).

Edited September 26, 2013 by Bodom

Quote



Reply to this topic...



RECENTLY BROWSING 1 MEMBER

SBlueman

★ Home > Forums > Hacking/Emulation > ROM Editing Discussion > Bruddog's "Tecmo Playbook Hackers" Document v2.0





Theme ▼ Contact Us

TecmoBowl.org
Powered by Invision Community