



# Use START instead of B button to throw lob passes

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By bruddog, June 19, 2013 in Hacking Documentation

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bruddog

Posted June 19, 2013

Report post

Down with button mashing



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11,466 posts

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Knobbe, hamburgler2682, buck and 2 others reacted to this

bgboud2

Posted June 19, 2013

Report post

Tecmo Legend



So you will have to hold down select while hitting B?



+ Quote

↑ 1



DFM reacted to this

2.0

+ 577

3,579 posts

Location: Irving, TX

AIM = bgboud2



## philleyOphish

www.tecmosb.com



Members

+ 61

691 posts

Location: Woodridge, IL

Posted June 19, 2013

Report post

Wow. This sounds awesome! Is it on the original rom? Great job. Can't wait to check it out.

+ Quote

-----\ philleyOphish /-----

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 19, 2013

Report post

Bg. Yes you would have to hold down select.

+ Quote

## Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1






Posted June 19, 2013

Report post

"Lowest Passing Arc Value" - Does this mean 6ps?

BTW, this is something you can do with TSB III by just tapping the pass button...something one might normally do only on accident.

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

## Tecmo Psycho

Tecmo Legend



Members

+ 708

2,340 posts

Location: Indianapolis

Tecmo Titles: 5

Posted June 19, 2013

Report post

On 6/19/2013 at 12:33 AM, bruddog said:

Got this hack working for P1. I just need to add the code to check for who has the ball so that it would work for P1 and P2 Will post the hack later.

Basically if you hold select while passing it will use the lowest passing arc value.

Would there be a way to designate a particular PS 6-100 for each QB when holding Select? That would be even more awesome.

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**RUNNER-UP:** Blono Tecmo XV, Blono Tecmo XVI, Midwest Tecmo VIII, and 2018 Cincinnati Championships

**THIRD PLACE:** Buffalo Bounty IV, Midwest Tecmo IX, Midwest Tecmo X, Midwest Tecmo XI, and 2017 Cincinnati Championships

**FINAL FOUR:** Detroit Kumite II and Indy Tecmo I

# bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 19, 2013

Report post

On 6/19/2013 at 9:08 AM, Knobbe said:

"Lowest Passing Arc Value" - Does this mean 6ps?

BTW, this is something you can do with TSB III by just tapping the pass button...something one might normally do only on accident.

Yes, that means 6PS. That could be changed.

On 6/19/2013 at 9:38 AM, Tecmo Psycho said:

Would there be a way to designate a particular PS 6-100 for each QB when holding Select? That would be even more awesome.

Hmm. There could be. In the interest of space it might just be easier to lower the passing speed by X number of notches when holding select.

+ Quote



# bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted June 19, 2013

Report post

Only the arc is changing, not the speed?

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2



# bruddog

Down with button mashing



Moderators

Posted June 19, 2013

Report post

I could change both.

+ Quote



+ 3,074

11,466 posts

Location: Ca

**bgboud2**

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted June 19, 2013

Report post

Might as well, I would think. Basically if I have Marino I would want to use this at a time when I want to let the receiver have time to get downfield.

+ Quote



Tecmo Psycho, moulds33 and buck reacted to this



AIM = bgboud2

sigs.php?player=bgboud2

**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 19, 2013

Report post

On 6/19/2013 at 10:18 AM, bgboud2 said:

Might as well, I would think. Basically if I have Marino I would want to use this at a time when I want to let the receiver have time to get downfield.

Ya that makes sense. On a side note. I could use the same method here to implement a "hold select" to reduce fumble chance that you asked about awhile back. Something like if presses < x and select button held reduce fumble chance by X or set fumble chance to X

+ Quote



DFM reacted to this



**Neerrm**

Tecmo Legend



WTF

+ 592

3,019 posts

Location: Austin

Posted June 19, 2013

Report post

Let's make the start button cycle backwards through receivers

+ Quote





**buck**

DARRELL GREEN



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Posted June 19, 2013

Report post

I like the idea of changing speed along with loft, too

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1

bruddog 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](#)

**bgboud2**

Tecmo Legend



2.0

+ 577

3,579 posts

**Location:** Irving, TX

Posted June 19, 2013

Report post

On 6/19/2013 at 1:23 PM, Kweh said:

Let's make the start button cycle backwards through receivers

How about you play in a league with hacks first

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2

**slim\_jimmy7**

Tecmo Legend



Posted June 20, 2013

Report post

Get a SNES controller and map y to be select and mash those two together.



Administrators



+ 348

2,117 posts

Location: Orange City, IA

+ Quote



## bruddog

Down with button mashing



Posted June 26, 2013

Report post

bump for update



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



## buck

DARRELL GREEN



Posted June 26, 2013 (edited)

Report post

On 6/26/2013 at 1:18 AM, bruddog said:

bump for update

awesome



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 6/19/2013 at 12:33 AM, bruddog said:

This will work on 32 team rom provided no other hacks are occupying 2BFEO.

this conflicts with <http://tecmobowl.org/topic/52877-changing-offensive-play-slots-pass-to-run-and-vice-versa/#entry344439> hack...the HP hack is also down there.

If the start of jstouts pass/run code could be moved over 3 bytes to the right (so that it starts at x2BFBE instead of 2BFBB). but I'm not sure how easy it is to move this, probably needs updated by stout.

so, bruddog, this loft-code could theoretically fit in-between the HP Hack and the Run/Pass code. if you started it at x2BFA7, instead of x2BFEO.

Edited June 26, 2013 by buck

+ 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](#)

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 26, 2013

Report post

Correct

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 26, 2013 (edited)

Report post

On 6/26/2013 at 9:23 AM, bruddog said:

Correct

so, can the start of your "routine code" at x2be0 be moved up to x2bfa7 without said "routine code" needing to be modified? as long as the jump address is changed accordingly ?

thanks

Edited June 26, 2013 by buck

+ Quote



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



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 26, 2013

Report post

Yup

+ Quote

1

buck reacted to this



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 26, 2013

Report post

had a typo for one of the locations. had 0x2192D instead of 0x2912D. So if you tried this and it didn't work that is why.

And I forgot about player 2.

+ Quote



## wtz0r

Member



Members

+ 8

22 posts

Posted January 17, 2014

Report post

hey bruddog you think you could apply this hack to a rom ive been working on and am about to release

[Tecmo Super Bowl 2012-13UPGRD.nes](#)

+ Quote



## Dusto

Posted January 17, 2014

Report post

Starter



Members

+ 57

122 posts

On 1/17/2014 at 6:52 AM, wtz0r said:

hey bruddog you think you could apply this hack to a rom ive been working on and am about to release

[Tecmo Super Bowl 2012-13UPGRD.nes](http://Tecmo Super Bowl 2012-13UPGRD.nes)

Just took a look at your rom and it contains this hack in that space specified already <http://tecmobowl.org/topic/52877-changing-offensive-play-slots-pass-to-run-and-vice-versa/?p=344432> (the one mentioned earlier in the thread).

There doesn't seem to be much empty space in the workaround locations listed earlier either.



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