



# Using quickness for INT and fumble returns.

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By BigBen7, February 2, 2008 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**BigBen7**

Starter



Members

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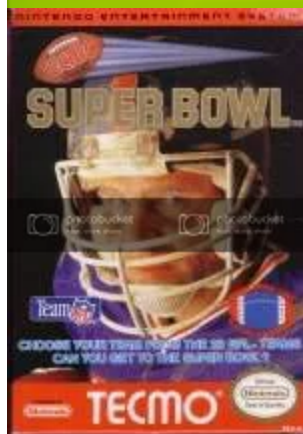
157 posts

Location: Avoca, PA

Posted February 2, 2008

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Anyone know where you change this in hex, I know there is a patch for this but I would like to know where it is. Thanks

[+ Quote](#)**amrush**

Promising Rookie



Posted February 3, 2008

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Dude,



Members

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97 posts

Location: tecmo hell

I just posted info on this in the bruddog thread nearby. The byte to mod for both the NES and TSB3 versions are in there.

AM Rush



Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!  
After 8 f\*cking years I actually have an all-time rom I can play... Yay



edisaurusrex

Moderator



Members

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1,050 posts

Location: Blaine, MN

Posted February 3, 2008

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Can this hack be applied to TSB1 for SNES? Just wondering if anyone has tried.



Quote



amrush

Promising Rookie



Members

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97 posts

Location: tecmo hell

Posted February 3, 2008

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I'm sure you can find the same sequence of bytes in a hex editor.

I used this search to find the NES sequence in TSB3:

E2 03

In TSB3, this sequence shows up 33 times. I isolated the correct sequence by finding the neighboring character sequences that mirror those of the NES neighbors. In both versions, the INT mod sequence sits at the end of a neighborhood that looks like this:

9púãüüÿà6púãüüÿà.

:púãüüÿà5púãüüÿà7púãüüÿà8púãüüÿà2púãüüÿà3púãüüÿà5púãüüÿà1púãüüÿà0púãüüÿà

I know it looks jumbled here, and this isn't the exact sequence, but the sequence is pretty distinct in the text display table - especially if you **match up the sequence of numbers separating the Turkish characters (5..7..8..2..3..5..1..0)**. I'm sure one of the resident hacking geniuses here will offer a more efficient search means than I use...

Eitehr way, I hope it helps.

AM Rush



Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!  
After 8 f\*cking years I actually have an all-time rom I can play... Yay



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 3, 2008

Report post

the link you posted only shows how to change the int return speed but it will use the players maximum speed instead of their quickness. That's not ideal if you want slower returns by DL, LB etc.

"Quickness value is used as MS for INT and fumble returns (found by Partyman, int and fumble implementation found by bruddog)

Go to Hex Address #2908B in the rom and change the value of 82 to 87.

\*I would not advise using this without using at minimum the dedicated kick return hack.

I forget which value it will now use instead of the RT ms for kick returns. It will use the SS quickness values for MS for punt returns without the dedicated punt return hacks"

+ Quote



You reacted to this



## amrush

Promising Rookie



Members



97 posts

Location: tecmo hell

Posted February 3, 2008

Report post

bruddog said:

the link you posted only shows how to change the int return speed but it will use the players maximum speed instead of their quickness. That's not ideal if you want slower returns by DL, LB etc.

Correct. I forgot to draw the distinction between MS and QU. Sorry. I will say that my testing of modding only the MS on INT returns showed no marked distinction of slower returns among DLs and LBs vs DBs. Of course, my rom's rating structure for QU and MS probably vastly differs from the standards most of the rest of you use...

Quote

"Quickness value is used as MS for INT and fumble returns (found by Partyman, int and fumble implementation found by bruddog)

Go to Hex Address #2908B in the rom and change the value of 82 to 87.

Not trying to sound nitpicky, but you're crediting discoveries for **NES**. If these were discovered for TSB3 already, please point us in the right direction and sticky it. While you're at it, please point us to the comparable value for NES x2908B in TSB3... Thanks  
AM Rush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f\*cking years I actually have an all-time rom I can play... Yay

## SBlueman

Tecmo Legend

Posted October 9, 2016

Report post



Members

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1,048 posts

Location: San Jose, CA

On 2/3/2008 at 12:43 PM, bruddog said:

the link you posted only shows how to change the int return speed but it will use the players maximum speed instead of their quickness. That's not ideal if you want slower returns by DL, LB etc.

"Quickness value is used as MS for INT and fumble returns (found by Partyman, int and fumble implementation found by bruddog)

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If I were to create a SET command for this in TSBTOOL, would it be:

SET(0x2908B, 0x8287)

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Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

buck

DARRELL GREEN



Posted October 9, 2016

Report post

On 10/9/2016 at 12:03 PM, SBlueman said:

If I were to create a SET command for this in TSBTOOL, would it be:

SET(0x2908B, 0x8287)

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

no.

it would be: SET(0x2908B, 0x87)

because you are "SETting" the value at location 0x290b to 87. whatever value is already there is irrelevant.

+ Quote



You and 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](#)

## SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted October 9, 2016

Report post

Lightbulb\_idea.jpg

I understand!

Been a long time since I've dabbled in editing the game, thanks for the help with that one. Hope others find it useful too! I know that hex editing can be intimidating to many, I think set commands is a good way for the novice who wants to learn more to 'bridge the gap'.

+ Quote Edit Options



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

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