



changing the KR speed

By konForce, January 11, 2005 in [Hacking Documentation](#)

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Posted January 11, 2005

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It's common knowledge that the KR's max speed is set to the RT's max speed. I believe I have discovered why.

In the ROM at 0x80FF is the command sequences for the KR. In goes like this, using my interpretation of the code:

Set Pos From KO(01,00,48)

Wait for Kick

E3(30)

Catch Ball from Kick

Boost MS(0)

Take Control

I really don't know exactly what the E3 command does, but apparently it causes the player to speed up so that it is guaranteed that he will be fast enough to catch the ball. (E0 is boost RP, E1 is boost MS, E2 is boost something, and E3 is also boost MS - and maybe something else too.)

Now, once you catch the ball, there's a problem. The KR's max speed is still set to be at lightning speed due to the E3 command. So, a Boost MS (0) command is issued which sets the MS back to the original speed.

However, this is where the glitch kicks in. Somehow TSB forgets that the 11th player is now the KR, and it loads the MS from the 11th slot (RT). Now, you have an ultra slow KR in most cases.

It is possible to fix the glitch by changing the bytes in boldface.

0x08100: 00 48 ec **ef e4**

The E3 command seems to be unnecessary for play. If you don't do the E3, you don't need to reset the Max speed. There is a problem: the player may not be fast enough to catch the

kick-off. However, from what I saw, he still always automatically sucks it in. (Stick Ricky P in to see.)
There may be other side effects from removing the EC command; I didn't test it completely. Now, you can be the judge of whether or not using Bo Jackson as a kick returner is completely unfair.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 11, 2005

Report post

I vote no on BO! 😄 But it is cool that there is an option to make dedicated KR's now. I found some code at 4E28-4E3F that controls INT returns. I thought maybe you could make more sense out of it than I could. The best I got sort of semi inserting other bytes from different plays was to give the int return guy a lot of blocking making it easy to return INT's. I also made it so that you could return ints' for TD's every time by substituting the TD celebration code (pointers?) one line above it.
There is code for other special plays beneath it like fumbles etc.

+ Quote



ash

Promising Rookie



Members

0

90 posts

Location: Colorado

Posted January 11, 2005

Report post

I know I'll have the traditionallist scream bloody murder... but assuming this fix works... I'd like to see it in a lot of roms... I think making guys that are truly fast punt returners get their dues and guys like Muster not return would take Tecmo to another level. It's not changing what the programmers intended... it's changing their error.

+ Quote



Ash

Sig? Who needs a sig?



bruddog

Down with button mashing



Posted January 11, 2005

Report post

yeah punt returners would be the one to fix acutally.

+ Quote





Moderators

+ 3,074

11,466 posts

Location: Ca

konForce

Member



Members

+ 1

26 posts

Posted January 11, 2005

Report post

I'm sure the punt return sequence is nearly the same code, but it's considered a defensive play. I'm only looking at offensive plays at the moment.
However, I know that with punts it is possible to outkick the return man. I've had this happen a couple times. I'm not sure why the KR is able to suck the ball in, but the PR is not. If this is really the case, then it's quite possible that using the same method to change the PR will simply not work.

Quote

It's not changing what the programmers intended... it's changing their error.

I would have to believe they knew about it and figured it was for the better. Kickoffs especially are incredibly easy to return with a 75 MS person. It would have been great to have a KR/PR MS attribute for each player, but they were really pressed for space. I figure this is probably something low on their todo list, considering it doesn't terribly hurt gameplay.

Quote



Marcules85

Banned



Members

- 4

1,271 posts

Posted January 14, 2005

Report post

Did I mess this up? when implemented, cpu's kr starts off running the wrong way but then corrects itself before it reaches its own endzone.

Quote



Marcules85

Banned



Posted January 14, 2005

Report post

it's a glitch.



Members

4

1,271 posts



Quote



Mike

Veteran



Posted January 21, 2005

Report post

▼ Marcules85 said:

it's a glitch.

you're a glitch



Members

0

433 posts



Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted December 18, 2006

Report post

▼ Marcules85 said:

Did I mess this up? when implemented, cpu's kr starts off running the wrong way but then corrects itself before it reaches its own endzone.

Did anyone ever figure out a fix for this glitch?



Quote

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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 \(Use with NES TSB & TSBTool\)](#).

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 18, 2006

Report post

No.



Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted December 18, 2006

Report post

I haven't gotten a chance to test this fully but from looks alone it appears the patch isn't correct. The line should be B1 00 48 EC EF E4 DF FE FF and then I believe the computer KR will not run backwards after the catch.



Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted December 18, 2006

Report post

I applied your theory on the fix to my game and it seems to have worked! If anyone has success with this let us all know and once again....thank you jstout!



Quote

Edit

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Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted December 18, 2006

Report post

I just kicked 10+ times and it seemed good to me.

This is great jstout!

What about the punt-shank bug? Can this be fixed as easily?

Thanks!

+ 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](#)

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted December 18, 2006

Report post

▼ buck said:

What about the punt-shank bug? Can this be fixed as easily?

I'm not aware of this bug. Can you give me more info on this (what actually is the problem) and where the glitch comes from (like a patch, change, etc)? I'll look into it once I know.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted December 18, 2006

Report post

The "punt shank bug" is a side effect from the Punt Return fix.

(It's in the "nestsb hacking info and patches" download - the patch is called "dedicatedpunterturner.ips")

Here's how it goes: If someone shanks a punt (really low meter) the PR can't catch up to it and if the punt team gets to the ball before the PR can "suck it in", it will be an infinite fumble - no one can pick it up, and the game must be reset.

I think to fix it, the "boost" needs to be there so the PR can get to the short kick quickly. Now probably the boost bytes were overwritten so the PR can have his actual MS loaded - so maybe there's not room to add in the boost?

+ Quote



Tecmo Titles: Lincoln V
(2015)

"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](#)

buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V
(2015)

Posted December 18, 2006

Report post

I applied the "punt returner MS" patch to tsb and compared it to a default one.
Here are the results of the differences:

\$Loc--- PATCHED ---DEFAULT

\$AAE0 --- EF --- E1

\$AAE1 --- E4 --- 00

\$AAE3 --- FE --- DF

\$AAE4 --- FF --- FE

looks like that's all that changed using the patch that's available here at knobbe.

+ Quote



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

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averagetsbplayer

Tecmo Legend



Members
+ 141

1,381 posts

Location: Madison, WI

Posted December 18, 2006

Report post

i applied the new jstout version of the KR patch and it worked perfectly fine for at least 10 attempts

+ Quote



[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

SBlueman

Tecmo Legend

Posted December 20, 2006

Report post

Man that punt glitch is a pain in the butt....



Members

+ 289

1,048 posts

Location: San Jose, CA

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

GRG

Veteran



Members

+ 40

394 posts

Location: MN

Posted January 8, 2007

Report post ↗

✓ **jstout said:**

I haven't gotten a chance to test this fully but from looks alone it appears the patch isn't correct. The line should be B1 00 48 EC EF E4 DF FE FF and then I believe the computer KR will not run backwards after the catch.

Not a big deal, but I had a couple things happen during a season game.

Had a 25 ms returner; he barely got to the ball on a full kick off. On a safety punt, he didn't get to the ball, but sucked it in.

Checking his condition after the game he was bad, so may have been 19 ms at the time.

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Posted September 16, 2013

Report post ↗

I used this Punt Returner patch and the computer just catches the ball and stands. Anyone know what's going wrong?

+ Quote



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted June 6, 2014 (edited)

Report post

On 12/18/2006 at 11:46 AM, jstout said:

I haven't gotten a chance to test this fully but from looks alone it appears the patch isn't correct. The line should be B1 00 48 EC EF E4 DF FE FF and then I believe the computer KR will not run backwards after the catch.

I applied this code, but now I get a random glitch. When Player 1 kicks off right after the power and when the power meter goes away, sometimes Player 2's name appears and then right away disappears. If Player 2's name is log enough it will even leave the last letter. This doesn't happen every time but I know it has to deal with this code as if I change it back to what was in the Original TSB it works fine.

Has anyone else experienced this? I want the KR to return at the right speed but the glitch is very irritating. Any help is appreciated.

Note that this doesnt happen on every kickoff. Randomly when P1 kicks to P2. But not everytime P1 kicks to P2

Original 0x8100: 00 48 EC E3 30 EF E1 00 E4 DF FE FF D0 F0 48 EC

Modified 0x8100: 00 48 EC EF E4 DF FE FF E4 DF FE FF D0 F0 48 EC

Edited June 6, 2014 by TheRaja

+ Quote



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted May 18, 2015 (edited)

Report post

So I am STILL having this issue, and even went extra steps to try and resolve it.

First, I got an Original TSB Rom with no changes (28 Teams)

Then the only thing I changed was this 0x8100 code

FROM: 00 48 EC E3 30 EF E1 00

TO: 00 48 EC EF E4 DF FE

Even when this is the only thing changed I am noticing that on kickoff randomly the P2 name disappears (not on every Kickoff though). This is the issue Im having on my Rom too and was worried it was something I added, but now I add this code alone to the NES Rom and get the error.

Also I checked the TB.org 2015 Rom and found they used this code for 0x8100: 00 48 EC E3 30 EF E1 so did they not correct the KR Speed issue? I added the code from above to the TB.org 2015 Rom (00 48 EC EF E4 DF FE) and notice that it doesnt give the "randomly remove kick returner name" error. Is this an issue where the code above is for the 32 man Rom only? If so what can I do to change it for 28 team rom?

Any help is appreciated 😊

Edited May 18, 2015 by TheRaja

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted May 18, 2015

Report post

The name disappearing is just a by-product of the fix -- I've seen it on every rom that uses it. For me, the occasional disappearance of the returner's name is a small price to pay in order to get the actual returner in the game.

+ Quote



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Posted May 18, 2015

Report post

On 5/18/2015 at 1:33 PM, Tecmonster said:

The name disappearing is just a by-product of the fix -- I've seen it on every rom that uses it. For me, the occasional disappearance of the returner's name is a small price to pay in order to get the actual returner in the game.

Yeah thats why I have left it in my last 2 roms, just annoying as we commentate the games and with the name disappearing it just is annoying. Thanks for letting me know its a byproduct Ill keep looking to see if I can fix it.



bruddog

Posted May 18, 2015

Report post

Down with button mashing



See if this helps



00 48 EC F3 03 EF E4 DF FE FF

Moderators

1



pambazos88 reacted to this

+ 3,074

11,466 posts

Location: Ca



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SBlueman

changing the KR speed


By konForce, January 11, 2005 in Hacking Documentation

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TheRaja
TFO Chief Operating Officer



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

Posted May 20, 2015 Report post

On 5/18/2015 at 3:12 PM, bruddog said:

See if this helps

```
00 48 EC F3 03 EF E4 DF FE FF
```


I ran like 3 games and the 2nd player name didnt disappear so that looks good. When I run my Offseason Contest Ill keep a look at it.

I appreciate it bruddog, expect a donation from me for your assistance 😊 Thanks!

+ Quote See who reacted "Upvote"

Bolt and bruddog reacted to this

Knobbe
Tecmo Godfather



Founder
SITE FOUNDER
+3,242
17,586 posts
Tecmo Titles: 1
Founder of T-Borg

Posted May 22, 2015 Report post

This is a long and winding thread, so can someone verify for me that this is the proper command?

On 5/18/2015 at 3:12 PM, bruddog said:

See if this helps

```
00 48 EC F3 03 EF E4 DF FE FF
```

Which is the same as this -> Set (0x08100, 0048ECF303EFE4DFFEFF)

and this sets the Kick Returner speed to the MS of the actual returner.

+ Quote ♥

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

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted May 22, 2015

Report post

I've noticed that the K/P returners hacks are always getting misrepresented. It doesn't just assign the correct MS to the kick returner – it assigns ALL of his attributes correctly, so the actual player is truly taking the field there and it's not just an illusion of that player. I was just reminded of this fact recently, when I lost a game because Marshawn Lynch and his 88 HP returned my kickoff 100 yards for a touchdown, leaving a tangled mess of would-be tacklers in his wake.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 22, 2015

Report post

On 5/22/2015 at 8:12 AM, Tecmonster said:

I've noticed that the K/P returners hacks are always getting misrepresented. It doesn't just assign the correct MS to the kick returner – it assigns ALL of his attributes correctly, so the actual player is truly taking the field there and it's not just an illusion of that player. I was just reminded of this fact recently, when I lost a game because Marshawn Lynch and his 88 HP returned my kickoff 100 yards for a touchdown, leaving a tangled mess of would-be tacklers in his wake.

As far as I know, MS is the only attribute for KR/PR that doesn't get assigned from the returner. If there is a 88 hp+ offensive player, that is who I put in as KR/PR.

+ Quote



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

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted May 22, 2015

Report post

Ah, ok, my bad. The way the hack was always briefly described, I assumed that the KR was just an offensive tackle in sheep's clothing but the hack would at least get his MS correct. Seems especially weird to me that the original programming error was just for one attribute instead of the entire attribute profile.

+ Quote



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