

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.



bruddog

Down with button mashing



Moderators

3,07411,466 postsLocation: Ca

Posted January 11, 2005

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 rturn 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

I know I'll have the traditonallist 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.



Ash Sig? Who needs a sig?

bruddog

Posted January 11, 2005

Down with button mashing

yeah punt returners woudl be the one to fix acutally.







Moderators

3,07411,466 postsLocation: Ca

konForce Member





Members 1 26 posts

Posted January 11, 2005

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.



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.



Marcules85 Banned



4 1,271 posts

Posted January 14, 2005

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.

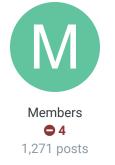
Quote

Marcules85 Banned

Posted January 14, 2005

it's a glitch.

Report post 🛛 🤜

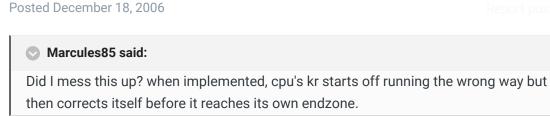


Mike	Posted January 21, 2005	Report post 🛛 🥰
Veteran ••••	Marcules85 said:	
	it's a glitch.	
M	you're a glitch	
Manukana	+ Quote	\bigcirc
Members • 0		
433 posts		





Members 289 1,048 posts Location: San Jose, CA



Did anyone ever figure out a fix for this glitch?



Check out my latest release: <u>Tecmo Super Bowl 2020 - SBlueman</u> Edition **X** -

Check out my other releases: SBlueman's Downloads

Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use</u> with <u>NES TSB & TSBTool)</u>

bruddog Down with button mashing	Posted December 18, 2006 Report post No. • Quote
jstout Tecmo Super Champion ●●●●● J J Members ● 92 537 posts	Posted December 18, 2006 Report post <
<text><text><image/><image/><image/><text><text><text></text></text></text></text></text>	Posted December 18,2006 Pepert pool 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 againthank you jstout! Quote Edit Options

Edition

Check out my other releases: SBlueman's Downloads

Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use</u> with NES TSB & TSBTool)

buck DARRELL GREEN



Members 2,060 6,332 posts Location: Tecmo Super Street Tecmo Titles: Lincoln V

(2015)

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!

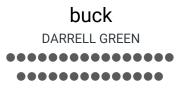
Quote

Posted December 18, 2006

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

link to change one's signature







Members 2,060 6,332 posts Location: Tecmo Super Street

Posted December 18, 2006

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 "dedicatedpuntreturner.ips")

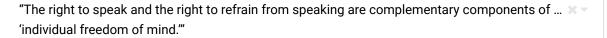
Here's how it goes: If someone shanks a punt (really low meter) the PR can't catch up to it and if the punt team gets to the ball before the PR can "suck it in", it will be an infinite fumble - no one can pick it up, and the game must be reset.

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?

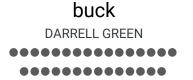
Quote



Tecmo Titles: Lincoln V (2015)



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Members **C** 2,060 6,332 posts Location: Tecmo Super Street Tecmo Titles: Lincoln V (2015)

Posted December 18, 2006

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

link to change one's signature

averagetsbplayer Tecmo Legend

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



Members **O** 141 1,381 posts Location: Madison, WI

Posted December 18, 2006



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

.....

Members **C** 289 1,048 posts Location: San Jose, CA Man that punt glitch is a pain in the butt....

Ouote Edit Options -



Check out my latest release: Tecmo Super Bowl 2020 - SBlueman **Edition**

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)

GRG Veteran



Members **O** 40 394 posts Location: MN

Posted January 8, 2007

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.

I used this Punt Returner patch and the computer just catches the ball and stands. Anyone

Quote

Posted September 16, 2013

know what's going wrong?

Tecmonster

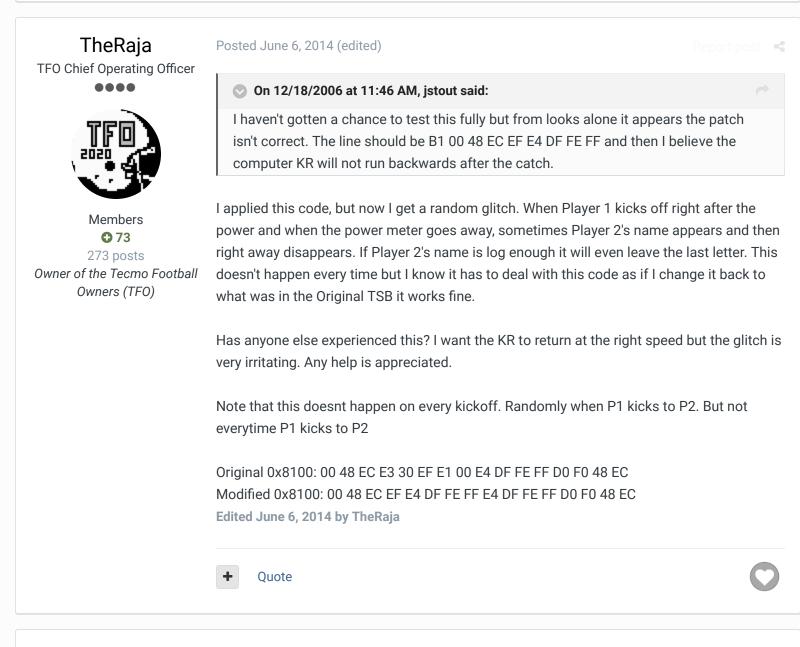
rom producer



Members **O** 211 634 posts



Location: Reno, NV



TheRaja TFO Chief Operating Officer

Posted May 18, 2015 (edited)

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)

Members **C** 73 273 posts

Owner of the Tecmo Football Owners (TFO)

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

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

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 III keep looking to see if I can fix it.

🔹 Report post 🛛 🥰

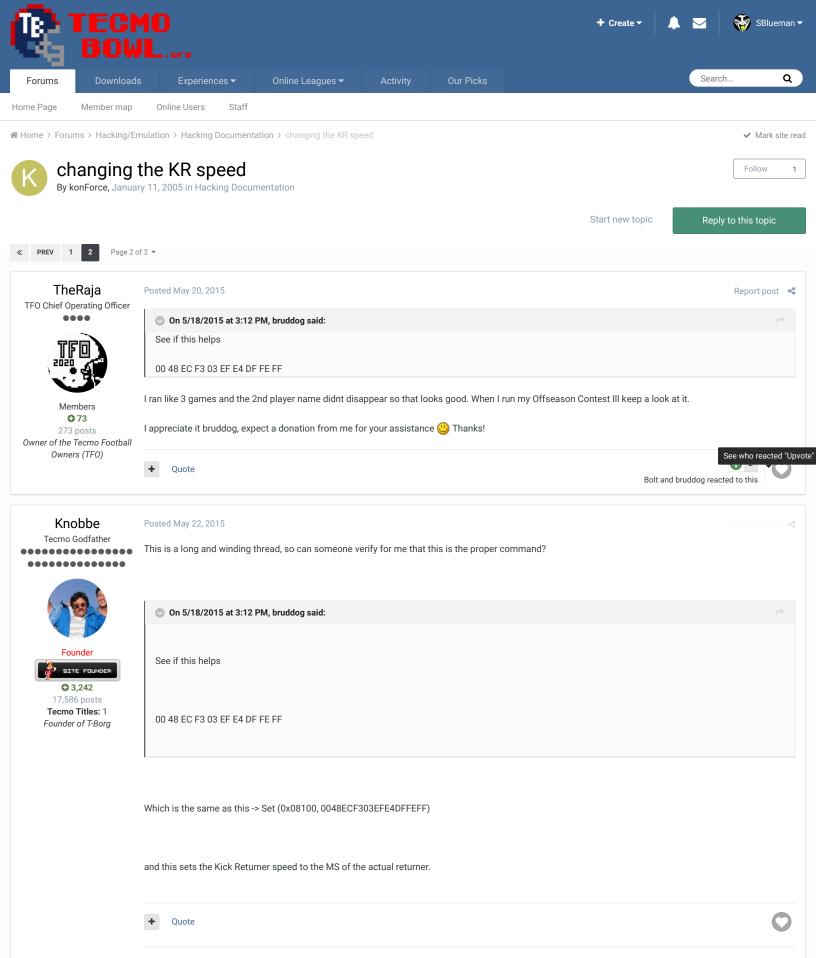
Owner of the Tecmo Football Owners (TFO)	+ Quote	O
bruddog Down with button mashing	Posted May 18, 2015 See if this helps	Report post 🛛 🔩
	00 48 EC F3 03 EF E4 DF FE FF	
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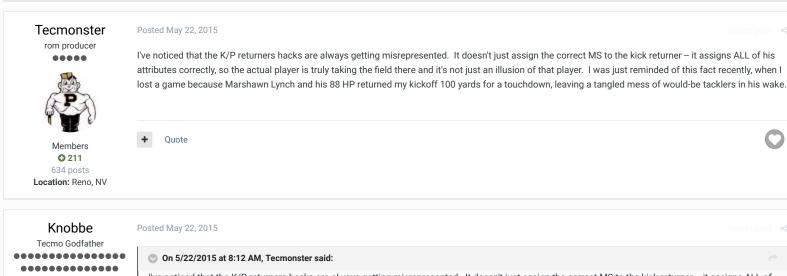


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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips



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.

Founder SITE FOUNDER 3,242 17,586 posts 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.

 3,242 17,586 posts Tecmo Titles: 1 Founder of T-Borg 	+ Quote	0
	Elsewhere	× -
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	"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips	



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