



## events

By cxrom, June 9, 2008 in [Hacking Documentation](#)

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Veteran



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Location: Phoenix, AZ

Posted June 9, 2008

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the game has 2 different ways of issuing events. an event can be a cutscene, a dropdown menu, ...whatever.

now the arguments are in the A and X registers. X is the group number, and A is the event number. then you have a:

```
JSR $C390
```

or

```
JSR $C3A2 (this will JSR to $C390)
```

or

```
JSR $C3AF
```

which is this code:

```
$C390:85 C2      STA $00C2 = #$53      ; <-ENTER HERE
$C392:86 C3      STX $00C3 = #$BB
$C394:A9 17      LDA #$17
$C396:85 10      STA $0010 = #$0F
$C398:A0 02      LDY #$02
$C39A:A9 80      LDA #$80
$C39C:A2 0C      LDX #$0C
$C39E:20 45 CC   JSR $CC45
$C3A1:60          RTS
```

```
$C3A2:20 90 C3   JSR $C390      ; <-ENTER HERE
$C3A5:A9 01      LDA #$01
$C3A7:20 9A CC   JSR $CC9A
```

```

$C3AA:A5 0C    LDA $000C = # $00
$C3AC:D0 F7    BNE $C3A5
$C3AE:60       RTS

```

```

$C3AF:85 C2    STA $00C2 = # $53      ; <-ENTER HERE
$C3B1:86 C3    STX $00C3 = # $BB      ;
$C3B3:A5 2E    LDA $002E = # $10      ;
$C3B5:48       PHA                  ;
$C3B6:A2 17    LDX # $17            ;
$C3B8:20 DD D8 JSR $D8DD            ; bank swap?
$C3BB:A5 C2    LDA $00C2 = # $53      ;
$C3BD:A6 C3    LDX $00C3 = # $BB      ;
$C3BF:20 00 80 JSR $8000            ;
$C3C2:68       PLA                  ;
$C3C3:AA       TAX                  ;
$C3C4:4C DD D8 JMP $D8DD            ;

```

these are the event codes:

\*\*\* = use \$C3AF, the rest use \$C390/\$C3A2

[->],[<-] = direction of drive

```

X=6      A =
-----
00: Opening
01: Title Screen
02: Kickoff
03: Punt
04: Field Goal
05: JJ Incomplete (missed)
06: JJ Incomplete (tipped)
07: Incomplete (bounced)
08: Incomplete Dive (missed)
09: Attempted Blocked Punt/FG/Pass
0A: Blocked Punt
0B: Blocked FG
0C: Blocked PAT
0D: Blocked Pass
0E: Long FG Attempt
0F: FG Through Uprights [->]
10: FG Through Uprights [<-]
11: FG Good

12:
13:
14: Doink Left Upright, Good [->]

```

15: Doink Right Upright, Good [->]  
16: Doink Left Upright, Missed [->]  
17: Doink Right Upright, Missed [->]  
18: Missed Left [->]  
19: Missed Right [->]  
1A: Short FG [->]  
1B: Referee - No Good  
1C: Doink Right Upright, Good [<-]  
1D: Doink Left Upright, Good [<-]  
1E: Doink Right Upright, Missed [<-]  
1F: Doink Left Upright, Missed [<-]  
20: Missed Right [<-]  
21: Missed Left [<-]  
22: Short FG [<-]  
23: Successful Try  
24:  
25:  
26: QB Sack  
27: QB Sack + Side Change  
28: Safety  
29: Bullet Pass  
2A:  
2B: JJ Catch  
2C: JJ Incomplete (missed)  
2D: JJ Incomplete (tipped)  
2E:  
2F: Catch  
30: Incomplete (bounced)  
31: Incomplete Pass  
32: Complete Dive  
33: Incomplete Dive (missed)  
34: Incomplete Dive (tipped)  
35:  
36:  
37: Injury  
38: Rushing TD  
39: Receiving TD  
3A: AFC Champion  
3B: Super Champion  
3C:  
3D:  
3E: First Down (Ref. faces left)  
3F: First Down (Ref. faces forward)  
40: Second Down  
41: Third Down  
42: Fourth Down  
43: JJ Interception  
44: Super JJ

45: Super JJ (missed)  
46: Super JJ (missed)  
47: Super JJ, Int (missed)  
48: Interception  
49: Halftime - Blimp  
4A: Halftime - Wink  
4B: Halftime - Band  
4C: Halftime - Toss Cheerleader  
4D: Halftime - Parachute  
4E: QB Stats -UNUSED-  
4F: Halftime - Cheerleaders x2  
50: Halftime - Kiss  
51: Catch, Dive Int  
52: Catch, JJ Int  
53: Incomp, Dive Int  
54: Incomp, JJ Int  
55: Dive Int  
56: Division Champs  
57: Flashing "Press Start" at title  
58: Special Halftime Show  
59: Halftime Show (Blimp, Wink, Band, Kiss)  
5A: Halftime Show (Parachute, The Wave, Cheerleaders x2, Toss Cf  
5B: Halftime Show (Cheerleaders x2, Band, Blimp, Wink)  
5C: Halftime Show (Wink, Cheerleaders x2, Toss Cheerleader, Kiss  
5D: Yards Rushed -UNUSED-  
5E: Yards Returned -UNUSED-  
5F: Yards Received -UNUSED-  
60: Interception TD -UNUSED-  
61: Defensive TD -UNUSED-  
62: Rush Yards Today -UNUSED-  
63: Rec Yards Today -UNUSED-  
64: Sacks Today -UNUSED-  
65: Int Today -UNUSED-  
66: 000Yards Rusher -UNUSED-  
67: 000Yards Receiver -UNUSED-  
68: 000Yards Passer -UNUSED-  
69: Yellow Flag-False Start -UNUSED-  
6A: Yellow Flag-Offsides -UNUSED-  
6B: NFC Champion  
6C:  
6D:  
6E: Credits  
6F: Sound Test  
70: Chains + 1st Down [->]  
71: Chains + 2nd Down [->]  
72: Chains + 3rd Down [->]  
73: Chains + 4th Down [->]  
74: Chains + Change Sides [->]

75: Chains + First Down [←-]

76:

77:

78:

79:

7A:

7B:

7C:

7D:

7E: Incomp (bounced), Dive

7F:



X=7

A =

-----

00: NFL Leaders

01: Leading Passers

02:

03:

04: Leading Receiving

05: Leading Rushing

06: Scoring

07: Leading Punting

08: Interceptions

09: Leading Sacks

0A: Punt Returns

0B: Kickoff Returns

0C:

0D:

0E:

0F:

10:

11:

12:

13:

14:

15:

16:

17:

18:

19:

1A:

1B:

1C:

1D:

1E:

1F:  
20:  
21: Scoreboard (1->2)  
22: Scoreboard (2->3)  
23: Scoreboard (3->4)  
24:  
  
25:  
26: Injury Recovery  
27: ?Opening Coin Toss  
28:  
29:  
2A: ?Choose Kick -or- Receive (P1)  
2B: ?Choose Kick -or- Receive (P2)  
2C: Opening Coin Toss/Choose Kick -or- Receive (P1 wins)  
2D: Opening Coin Toss/Choose Kick -or- Receive (P2 wins)  
2E:  
2F:  
30:  
31: Overtime Coin Toss/Choose Kick -or- Receive (P1 wins)  
32: Overtime Coin Toss/Choose Kick -or- Receive (P2 wins)  
33:  
34: Black intro screen - "PRESEASON"  
35: Black intro screen - "PROBOWL"  
36: Black intro screen - "REGULAR SEASON 1ST WEEK"  
37: Black intro screen - "REGULAR SEASON 2ND WEEK"  
38: Black intro screen - "REGULAR SEASON 3RD WEEK"  
39: Black intro screen - "REGULAR SEASON 4TH WEEK"  
3A: Black intro screen - "REGULAR SEASON 5TH WEEK"  
3B: Black intro screen - "REGULAR SEASON 6TH WEEK"  
3C: Black intro screen - "REGULAR SEASON 7TH WEEK"  
3D: Black intro screen - "REGULAR SEASON 8TH WEEK"  
3E: Black intro screen - "REGULAR SEASON 9TH WEEK"  
3F: Black intro screen - "REGULAR SEASON 10TH WEEK"  
40: Black intro screen - "REGULAR SEASON 11TH WEEK"  
41: Black intro screen - "REGULAR SEASON 12TH WEEK"  
42: Black intro screen - "REGULAR SEASON 13TH WEEK"  
43: Black intro screen - "REGULAR SEASON 14TH WEEK"  
44: Black intro screen - "REGULAR SEASON 15TH WEEK"  
45: Black intro screen - "REGULAR SEASON 16TH WEEK"  
46: Black intro screen - "REGULAR SEASON 17TH WEEK"  
47: Black intro screen - "REGULAR SEASON 18TH WEEK"  
48: Black intro screen - "REGULAR SEASON WEEK" (small letters)  
49:  
4A:  
4B:  
4C:  
4D:

X=0F      A =  
-----  
00: Main Menu  
01: Main Menu - Preseason Dropdown  
02: Preaeason - Team Select  
03: Season Menu  
04: Team Control  
05: NFL Schedule  
06: NFL Schedule - Dropdown {Auto Skip, Playoffs, Reset}  
07: NFL Schedule - Reset Warning  
  
08: NFL Schedule - Reset Final Warning  
09: NFL Schedule - Auto Skip #  
0A: Season - NFL Standings  
0B:  
0C: Season - Team Rankings  
0D: Playoff Bracket  
0E:  
0F:  
10: Playoff Bracket  
11:  
12:  
13:  
14:  
15:  
16:  
17: Main Menu - Pro Bowl Dropdown  
18: Pro Bowl - Team Select  
19: Team Data  
1A: Team Roster  
1B:  
1C:  
1D: DF Starters  
1E: Play Book  
1F: Play Chooser  
20:  
21: AFC/NFC All Stars  
22:  
23:  
24: \*\*\*Player Data Screen QB  
25: \*\*\*Player Data Screen RB,WR,TE  
26: \*\*\*Player Data Screen OL  
27: \*\*\*Player Data Screen Defense

28: \*\*\*Player Data Screen K  
29: \*\*\*Player Data Screen P  
2A: AFC East Standings  
2B: AFC Central Standings  
2C: AFC West Standings  
2D: NFC East Standings  
2E: NFC Central Standings  
2F: NFC West Standings  
30: Standings Screen  
31:  
32: \*\*\*OF Starters  
38: \*\*\*OF Starters - Starter Reset  
39:  
3A: Team Rankings - Offense NFL  
3B: Team Rankings - Offense AFC  
3C: Team Rankings - Offense NFC  
3D: Team Rankings - Defense NFL  
3E: Team Rankings - Defense AFC  
3F: Team Rankings - Defense NFC  
40: Play Select Screen  
41: \*\*\*P1, Off Dropdown Menu  
42: \*\*\*P1, Off "Call Timeout"  
43:  
44: \*\*\*P1, Def Dropdown Menu  
45: \*\*\*P1, Def "Call Timeout"  
46:  
47: \*\*\*P2, Off Dropdown Menu  
48: \*\*\*P2, Off "Call Timeout"  
49:  
4A: \*\*\*P2, Def Dropdown Menu  
4B: \*\*\*P2, Def "Call Timeout"  
4C:  
4D:  
4E: \*\*\*??? Clock Bkg  
4F: \*\*\*??? "#th Down ##" sidebar  
50: \*\*\*"\\Fumble///" sidebar  
51: \*\*\*"Punt Kick" sidebar  
52: \*\*\*"Field Goal" sidebar  
53: \*\*\*"Successful Try" sidebar  
54: \*\*\*"No Good" sidebar  
55: \*\*\*"First Down" sidebar  
56: \*\*\*"Side Change" + "Next Offense ... Next Defense" sidebar  
57: \*\*\*"Side Change" + "Next Defense ... Next Offense" sidebar  
58: \*\*\*"TOUCHDOWN" sidebar  
59: \*\*\*"Try For Point" sidebar  
5A: \*\*\*"SAFETY" sidebar  
5B: \*\*\*"Incomplete Pass" sidebar  
5C: \*\*\*"Touchback" sidebar



```
5D: ***"Interception" sidebar
5E: ***"Field Goal" sidebar
5F: ***"Recover" sidebar
60: ***"QB Sack" sidebar
61: ***"\\Kick Block\\" sidebar
62: ***"\\Blocked Punt\\" sidebar
63: ***"\\Pass Block\\" sidebar
64: ***"\\Onside Kick\\" sidebar
65: ***"\\Penalty\\" sidebar
66: ***"Out of Bounds" sidebar
```

some of these events can be triggered by both functions. the ones listed as unused don't crash the game like i thought they would, makes me wonder how complete they are.

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted April 30, 2009

Report post

I'm interested by this. Something I've been thinking about is attempting to change certain cut scenes to provide a little more praise for the coach, and less for the individual players, considering that my ROM is a coaching-based game. I haven't thought about what cut screens I could change, how I might go about starting to learn how to trade out cut scenes for others, and at what time these changes would take place in the game, but I'm definitely interested to learn more about it. Might be a fun aesthetic change for the future of Tecmo Super Coach.

+ Quote



## cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted April 30, 2009

Report post

I've poked around with Ninja Gaiden's cut-scene engine a bit, and I would think that the one used in TSB is a variation of it (or even the same?). As for TSB, the only modifications I've done is swapped one scene for another, have scenes skip under certain circumstances, or trigger them at times not normally triggered.

I could take a stab at the data format in TSB to see how easy it'd be to modify or create new scenes. I haven't done much in the way of Tecmo lately other than playing, but summer is around the corner and it's time to get back on the wagon. 😄 the 2pt conversion hack has been sitting on my hd for too long.

+ Quote



# Yak

Tecmo Fanatic



Members

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5,286 posts

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Posted April 30, 2009

Report post

## cxrom said:

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Nice, nice. Even swapping out the cut scenes might be effective for what I'm looking to accomplish. I look forward to any future potential research you throw towards this concept, for sure, homeboy.

+ Quote



# Coach\_Bama

Starter



Members

+ 3

121 posts

Posted April 30, 2009

Report post

In my alternate uniform IPS patches, the cut-scenes don't match up with the on-field uniform changes. I have not been able to figure out a solution to this problem, which I discuss [here](#), starting at post #6.

I would rather update the cut-scenes, but if I can't find a solution, is it possible to bypass all screens that show a player, in addition to any other screens that follow in sequence (i.e., a screen showing a diving player followed by a screen showing the ball bouncing on the ground)? Is it possible to bypass screens showing kickoffs and field goals (at least, the screen showing the kicker), and touchdown celebrations? I don't like eliminating these things from the game, but the inconsistency of the uniform color combinations is distracting.

Also, can these changes be made in hex or is assembly required? I wish I understood your post at the beginning of this thread, as I would rather be taught how to fish rather than be given a fish!

For any other ROM, I think it would be cool if the halftime show could be played between quarters, with random or fixed action cut-scenes sprinkled in, sort of like highlights. If this is possible, would the cut-scenes need to comply with a time limit, in accordance with the music being played? Could you have different music?

+ Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

Posted May 1, 2009

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Report post

Coach\_Bama said:

Is it possible to bypass screens showing kickoffs and field goals (at least, the screen showing the kicker), and touchdown celebrations? I don't like eliminating these things from the game, but the inconsistency of the uniform color combinations is distracting. Also, can these changes be made in hex or is assembly required?

It be assembly hacking, but with a hex editor. 😄 You'd be removing the function calls. This is done by overwriting the code with NOP (No OPeration) instructions, but can be done with a hex editor and replacing them with the hex value of NOP (\$EA).

Coach\_Bama said:

For any other ROM, I think it would be cool if the halftime show could be played between quarters, with random or fixed action cut-scenes sprinkled in, sort of like highlights. If this is possible, would the cut-scenes need to comply with a time limit, in accordance with the music being played? Could you have different music?

Playing halftime shows between all quarters is definately doable. The rest I'm not too sure, I'll get back to you when I learn more about the cut-scene format.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted April 27, 2011

Report post

Bump just in case you've never seen this post....wow

+ 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

Carther

Starter



Posted July 3, 2012

Report post

This is interesting. Any way of changing a safety to a touchback on a kickoff with this information?



+ Quote



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

Members

+ 45

182 posts

Location: Saginaw, Michigan

quince3800

Starter



Members

+ 15

151 posts

Posted October 3, 2012

Report post

Does this mean that there's completed code in the game to say how long a play was and how many yards / ints / sacks a player has at X point in the game, etc.? If so, how would you implement this?

+ Quote



DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted October 3, 2012

Report post

On 10/3/2012 at 2:19 AM, quince3800 said:

Does this mean that there's completed code in the game to say how long a play was and how many yards / ints / sacks a player has at X point in the game, etc.? If so, how would you implement this?

No, it's incomplete. The unused events were not implemented because they are not finished.

+ Quote



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SBlueman , bruddog

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