



playcall screen clock speed

By xplozv, December 22, 2009 in Hacking Documentation

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Starter



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Posted December 22, 2009

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Here is how to adjust the clock speed on the playcall screen for TSB1 NES & SNES:

NES

SET(0x222D6, 0x1E) default speed

SET(0x222D6, 0x??) lower value for faster, higher value for slower

SNES

SET(0x2496D, 0x1E) default speed

SET(0x2496D, 0x??) lower value for faster, higher value for slower

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Down with button mashing



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Location: Ca

Posted December 22, 2009

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Excellent! Thanks

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bruddog

Posted December 22, 2009

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Actually I just realized it would be useful to be able to change HOW much time runs off since in 15 minute quarters the same amount of seconds or run off as in 5 minute quarters.

Here is that location:

x222D2 Default 0A=ten seconds

If you speed it up much this can be viewed as either good or bad.

1. Good: Clock wasters can waste nearly all of the clock instantly
2. Bad: Impossible to get a timeout before all the clock is gone.

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amrush

Posted December 23, 2009

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Promising Rookie



Members



97 posts

Location: tecmo hell

Awesome info. Thank you very much!

Best Xmas gift of the year...

amrush

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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

amrush

Posted December 24, 2009

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Promising Rookie



Members



97 posts

Location: tecmo hell

The comparable locations in TSB3 for the hex addresses posted above are listed here :

viewtopic.php?f=3&t=10476

AM Rush

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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

Posted February 11, 2017

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Tecmo Legend



[@bruddog](#) just so I am clear on this, if I want to go from 10 seconds to 5 would I use this command:



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Location: San Jose, CA

SET (0x222D2, 0x05)

Is that correct?

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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

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11,466 posts

Location: Ca

Posted February 11, 2017

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Ya you can always test these things in the fceux emulator which let you test the edit in real time. But yes that looks right.

Download fceux <http://www.fceux.com/web/home.html>

Open the rom. From the menus

debug->hex editor

Once the editor is open. From the editor window....View->rom file. Scroll to the location and type in 05.

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↑ 1



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