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stats code (NES)

By cxrom, October 22, 2008 in Hacking Documentation

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so i started diggin around for the stat code and found some of it. i'm not sure what each bit does but it looks pretty straigtforward. this code modfies the temp stats that are in-game, not the season stats.
this portion jumps somewhere based on the player and stat being updated

```
$B582:8A       TXA
$B583:0A       ASL
$B584:A8       TAY
$B585:B9 63 AC LDA $AC63,Y
$B588:85 3E    STA $3E
$B58A:B9 64 AC LDA $AC64,Y
$B58D:85 3F    STA $3F
$B58F:A9 80    LDA #$80
$B591:8D 01 A0 STA $A001
$B594:6C 3E 00 JMP ($003E)
```

the previous indirect jump lands somewhere in this portion which loads an index based on what needs to be updated.

```
$B597:A0 00    LDY #$00
$B599:4C 46 B6 JMP $B646
$B59C:A0 01    LDY #$01
$B59E:4C 46 B6 JMP $B646
$B5A1:A0 02    LDY #$02
```

```
$B5A3:4C 46 B6   JMP $B646
$B5A6:A0 03      LDY #$03
$B5A8:4C 46 B6   JMP $B646
$B5AB:A0 04      LDY #$04
$B5AD:A5 45      LDA $45
$B5AF:10 01      BPL $B5B2
$B5B1:60         RTS
$B5B2:4C 37 B6   JMP $B637
$B5B5:A0 06      LDY #$06
$B5B7:4C 46 B6   JMP $B646
$B5BA:A0 07      LDY #$07
$B5BC:4C 37 B6   JMP $B637
$B5BF:A0 09      LDY #$09
$B5C1:4C 46 B6   JMP $B646
$B5C4:A0 0D      LDY #$0D          ; (rb rush yards?)
$B5C6:4C 37 B6   JMP $B637         ;
$B5C9:A0 0C      LDY #$0C          ; (rb rush attempts?)
$B5CB:4C 46 B6   JMP $B646         ;
$B5CE:A0 0F      LDY #$0F          ; (rb td count?)
$B5D0:4C 46 B6   JMP $B646         ;
$B5D3:A0 00      LDY #$00
$B5D5:4C 46 B6   JMP $B646
$B5D8:A0 01      LDY #$01
$B5DA:A5 45      LDA $45
$B5DC:10 01      BPL $B5DF
$B5DE:60         RTS
$B5DF:4C 37 B6   JMP $B637
$B5E2:A0 03      LDY #$03
$B5E4:4C 46 B6   JMP $B646
$B5E7:A0 04      LDY #$04
$B5E9:4C 46 B6   JMP $B646
$B5EC:A0 05      LDY #$05
$B5EE:4C 37 B6   JMP $B637
$B5F1:A0 07      LDY #$07
$B5F3:4C 46 B6   JMP $B646
$B5F6:A0 08      LDY #$08
$B5F8:4C 46 B6   JMP $B646
$B5FB:A0 09      LDY #$09
$B5FD:4C 37 B6   JMP $B637
$B600:A0 0B      LDY #$0B
$B602:4C 46 B6   JMP $B646
$B605:A0 00      LDY #$00
$B607:4C 46 B6   JMP $B646
$B60A:A0 01      LDY #$01
$B60C:4C 46 B6   JMP $B646
$B60F:A0 02      LDY #$02
$B611:4C 37 B6   JMP $B637
$B614:A0 04      LDY #$04
```

```
$B616:4C 46 B6   JMP $B646
$B619:A0 00      LDY #$00
$B61B:4C 46 B6   JMP $B646
$B61E:A0 01      LDY #$01
$B620:4C 46 B6   JMP $B646
$B623:A0 02      LDY #$02
$B625:4C 46 B6   JMP $B646
$B628:A0 03      LDY #$03
$B628:A0 03      LDY #$03
$B62A:4C 46 B6   JMP $B646
$B62D:A0 00      LDY #$00
$B62F:4C 46 B6   JMP $B646
$B632:A0 01      LDY #$01
$B634:4C 37 B6   JMP $B637
```

this final part actually updates the stat. the first routine is for things like rush yards, pass yards, etc. the second is for stats that increment by 1, like rush attemps, tds, etc.

```
; ------------------------------------------
$B637:B1 40      LDA ($40),Y @ $643C = #$00
$B639:18         CLC
$B63A:65 44      ADC $0044 = #$02
$B63C:91 40      STA ($40),Y @ $643C = #$00
$B63E:C8         INY
$B63F:B1 40      LDA ($40),Y @ $643C = #$00
$B641:65 45      ADC $0045 = #$00
$B643:91 40      STA ($40),Y @ $643C = #$00
$B645:60         RTS
; ------------------------------------------
$B646:B1 40      LDA ($40),Y @ $6426 = #$00
$B648:18         CLC
$B649:69 01      ADC #$01
$B64B:B0 02      BCS $B64F
$B64D:91 40      STA ($40),Y @ $6426 = #$00
$B64F:60         RTS
```

\+   Quote

TecmoFever

Getting Started

Report post

I've been on a quest to extract as much in-game data as possible. This was a great starting point, thank you. Updating with my findings of what the various functions do.

```
$B597:A0 00     LDY #$00    ; pass attempts
$B599:4C 46 B6  JMP $B646
$B59C:A0 01     LDY #$01    ; pass completions
$B59E:4C 46 B6  JMP $B646
$B5A1:A0 02     LDY #$02    ; pass td
$B5A3:4C 46 B6  JMP $B646
$B5A6:A0 03     LDY #$03    ; pass interception
$B5A8:4C 46 B6  JMP $B646
$B5AB:A0 04     LDY #$04    ; pass yards
$B5AD:A5 45     LDA $45
$B5AF:10 01     BPL $5B2
$B5B1:60        RTS
$B5B2:4C 37 B6  JMP $B637
$B5B5:A0 06     LDY #$06    ; qb rush attempts
$B5B7:4C 46 B6  JMP $B646
$B5BA:A0 07     LDY #$07    ; qb rush yards
$B5BC:4C 37 B6  JMP $B637
$B5BF:A0 09     LDY #$09    ; qb rush td
$B5C1:4C 46 B6  JMP $B646
$B5C4:A0 0D     LDY #$0D    ; off rush yards
$B5C6:4C 37 B6  JMP $B637
$B5C9:A0 0C     LDY #$0C    ; off rush attempts
$B5CB:4C 46 B6  JMP $B646
$B5CE:A0 0F     LDY #$0F    ; off td count
$B5D0:4C 46 B6  JMP $B646
$B5D3:A0 00     LDY #$00    ; off receptions
$B5D5:4C 46 B6  JMP $B646
$B5D8:A0 01     LDY #$01    ; off rec yards
$B5DA:A5 45     LDA $45
$B5DC:10 01     BPL $5DF
$B5DE:60        RTS
$B5DF:4C 37 B6  JMP $B637
$B5E2:A0 03     LDY #$03    ; off rec td
$B5E4:4C 46 B6  JMP $B646
$B5E7:A0 04     LDY #$04    ; kick return attempts
$B5E9:4C 46 B6  JMP $B646
$B5EC:A0 05     LDY #$05    ; kick return yards
$B5EE:4C 37 B6  JMP $B637
$B5F1:A0 07     LDY #$07    ; ?? seems related to defensive reactions
$B5F3:4C 46 B6  JMP $B646
$B5F6:A0 08     LDY #$08    ; punt returns attempts
$B5F8:4C 46 B6  JMP $B646
$B5FB:A0 09     LDY #$09    ; punt return yards
$B5FD:4C 37 B6  JMP $B637
$B600:A0 0B     LDY #$0B    ; ?? possibly unused
```

```
$B602:4C 46 B6   JMP $B646
$B605:A0 00      LDY #$00    ; sack
$B607:4C 46 B6   JMP $B646
$B60A:A0 01      LDY #$01    ; defense interception
$B60C:4C 46 B6   JMP $B646
$B60F:A0 02      LDY #$02    ; defense int yards
$B611:4C 37 B6   JMP $B637
$B614:A0 04      LDY #$04    ; ?? possibly unused
$B616:4C 46 B6   JMP $B646
$B619:A0 00      LDY #$00    ; xp attempts
$B61B:4C 46 B6   JMP $B646
$B61E:A0 01      LDY #$01    ; xp made
$B620:4C 46 B6   JMP $B646
$B623:A0 02      LDY #$02    ; fg attempts
$B625:4C 46 B6   JMP $B646
$B628:A0 03      LDY #$03    ; fg made
$B62A:4C 46 B6   JMP $B646
$B62D:A0 00      LDY #$00    ; punt attempts
$B62F:4C 46 B6   JMP $B646
$B632:A0 01      LDY #$01    ; punt yards
$B634:4C 37 B6   JMP $B637
```

I'd be very interested in figuring out how it correlates the in-game stats with the proper player/team for the blue scoreboard and season stat dump at the end of the game.
I'm also interested in figuring out where first down totals are stored since that is displayed on the blue screen, but doesn't appear to be near the in-game player data.

I've already found the code that chooses what player data to include on the blue screen and the functions that update the season totals at the end of game, so hopefully finding that other data isn't too hard.

Edited May 28 by TecmoFever

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