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the location of displayed player attribute numbers (6,13,19,etc) NES TSB

By buck, June 12, 2015 in Hacking Documentation

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buck

DARRELL GREEN



Posted June 12, 2015

The displayed attribute values for each players ratings are stored in a table form, at 0x3115c, right after the team attribute background color locations.



Members **2**,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

0600130019002500310038004400500056006300690075008100880094

so, in theory, you could go in and change the whole 6,13,19, (% of 16ths) "scale" to display whatever you want.



Quote

Knobbe, DFM, Bodom and 1 other reacted to this



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

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bruddog

Down with button mashing



Posted June 12, 2015

Nice.



Ouote





Moderators

3,074 11,466 posts

Location: Ca



Tecmo Legend

Tecino Legeno

Posted June 12, 2015

Report post

Nice find! Definitely a cool way for people to personalize their own roms.



+

Quote



Members **⊕ 876**

3,912 posts **Location:** Boston MA

buck

DARRELL GREEN

••••••

Posted June 13, 2015 (edited)

Report post

proof of concept. I changed the normal 6 thru 100 to 1 thru 16.



Members **◆ 2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V

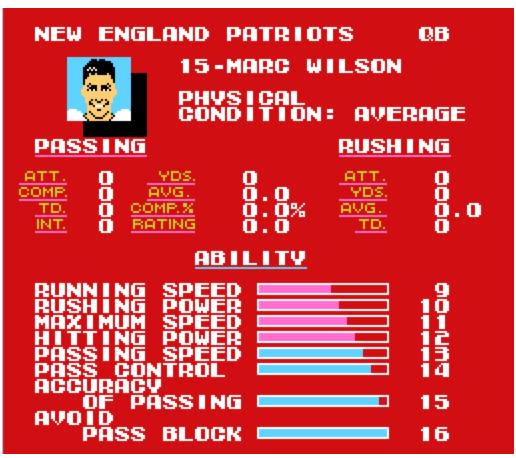
(2015)

grogan was given 6,13,19,25,31,38,44,50 as his ratings in sequential order.

wilson was given 56,63,69,75,81,88,94,100 as his ratings in sequential order.

see attached screens.





Edited June 13, 2015 by buck



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

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bruddog

Down with button mashing





Moderators

◆ 3,074 11,466 posts **Location:** Ca Posted June 13, 2015

Report post •

Trying to think of how i would change it up. The og way is pretty good with it being a percent of max.

I guess one could go with the madden scale though im not sure its any better where \sim 50 is the worst rating for the ratings that matter for a position.

52

55

58

61

64

67

70

73

76

79

82

85

88

91

94

97

100



Quote



buck reacted to this



buck

DARRELL GREEN



Members **◆ 2,060**

6,332 posts **Location:** Tecmo Super

Street

Posted June 13, 2015 (edited)

*yeah Tecmonster could use the "madden" scale since he rates his TSB roms off of madden.

also, you could bump the displayed scale up to a max of 999. so, maybe make it start at 0 or 1. for visual effect. even though there are only 16 increments.

here is something off the top of my head...again, not so much logical, but for "visual effect".

notice how the scale compresses at the ends and stretches out in the middle. it might be better if it compresses at the middle instead? I'm just fooling around here.

Tecmo Titles: Lincoln V 6/1 13/50 19/100 25/150 31/200 38/300 44/400 50/500 56/600 63/700 69/750 75/800 81/850 88/900 94/950 100/999 I agree that the original scale is pretty solid. I was just always thinking that the intervals

should be even between increments. But once I understood that it was a percentage, I was no longer confused.

by now, I am so used to the attribute scale that I think it would make my brain explode to think of it any other way.

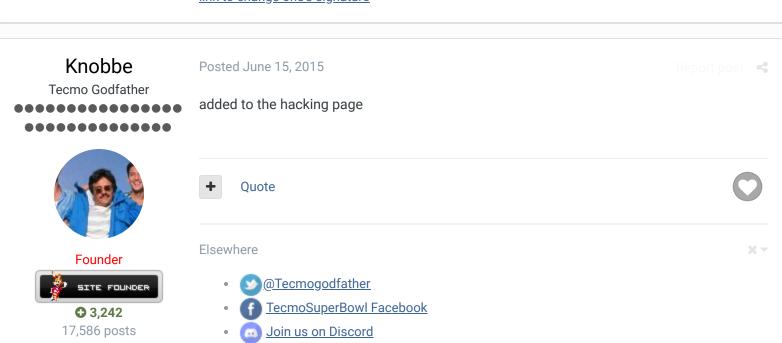
Edited June 13, 2015 by buck

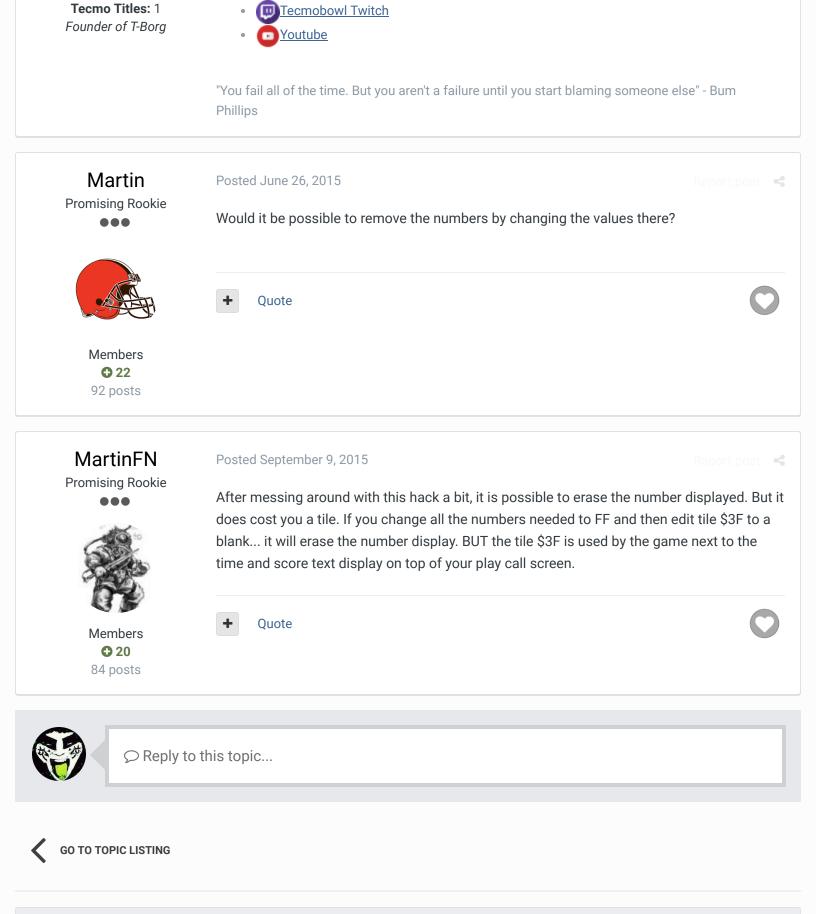
(2015)



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

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