

Home > Forums > Hacking/Emulation > Hacking Documentation > Editing Player Icons



Editing Player Icons By Knobbe, 2 minutes ago in Hacking Documentation

Start new topic

Reply to this topic

eport post 🛛 🛋

Mark site read

0

Follow

Knobbe Tecmo Godfather

Founder

3,244
 17,597 posts
 Tecmo Titles: 1
 Founder of T-Borg

Via a lost thread

Posted 2 minutes ago

Quote

Can someone suggest a course of action (HEX location / command strategy) for removing the Player Icons "1" and "2" on the Defensive side of the ball during in-game play? Are the different sides of the ball and where the icon is lined up denoted separately in the HEX? I figure if you use the skin color palette option of the four color options to redraw a football (which I've done) in place of the "1" and "2" above the heads of the Offensive players only, it would add a nice little player icon dynamic. The problem is removing the "1" and "2" from over the Defensive side of the ball. Since the rosters are separated I would assume this possible, but could be totally incorrect, where there is no way to "00-out" the tile pointers to the "1" and "2" in differentiating from either side of the game.

Anybody have a fix for this?

Mucho thanks.



Elsewhere

<u>@Tecmogodfather</u>



- <u>TecmoSuperBowl Facebook</u>
- Join us on Discord
- Image: Image: Tecmobowl Twitch
- Orgen Stress
 Optimized
 Optimized

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

Knobbe Tecmo Godfather

••••••

Posted 1 minute ago

Report post 🛛 📢

Via Jstout



Founder

3,244
 17,597 posts
 Tecmo Titles: 1
 Founder of T-Borg

The icons aren't separated by offense and defense. I haven't gotten to test this out yet beyond a few plays so I'll do that when I have the chance but this seemed to be working.

x3DC33 and x3DC7E:

20 70 BF	JSR \$BF70
EA	NOP

x2BF80:

A5	70	LDA \$70 ; Play Value		
29	40	AND #\$40		
C9	40	CMP #\$40		
D0	0A	BNE :+		
; Player 2 has Ball				
A9	FE	LDA #\$FE ; Set Player 1 Icon off screen		
8D	00 02	STA \$0200		
A9	A3	LDA #\$A3 ; Tile # of Football		
A0	43	LDY #\$43 ; Color Palette 3 and Flip Tile		
60		RTS		
; Player 1 has Ball				
A9	FE :	LDA #\$FE ; Set Player 2 Icon off screen		
8D	04 02	STA \$0204		
A9	A3	LDA #\$A3 ; Tile # of Football		
A0	01	LDY #\$01 ; Color Palette 1		
60		RTS		

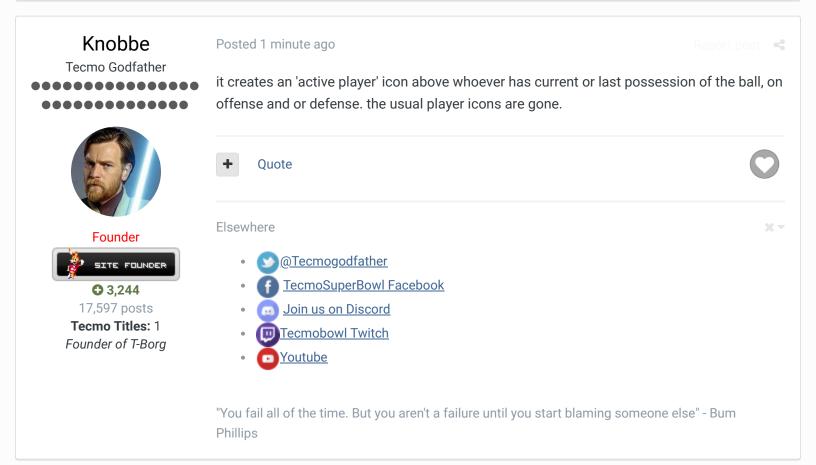
x3DBFC and x3DC47 = Icon Height above player (x0C worked ok)

Elsewhere

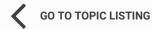
- Mathematical Constraints (Mathematical Constraints)
- TecmoSuperBowl Facebook
- Join us on Discord
- Image: Image: Image: Technology Image: Im
- <u>
 OYoutube</u>

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

Χ-







RECENTLY BROWSING 1 MEMBER

SBlueman

Home > Forums > Hacking/Emulation > Hacking Documentation > Editing Player Icons

Theme Contact Us

TecmoBowl.org Powered by Invision Community