Dedicated Returners using Code

J

By jstout,
February 14, 2008 in Hacking Documentation

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jstout

Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted February 14, 2008   ...

I had to find information on the returners to fix them completely on the rom I'm working on. In the process I discovered the the source of the glitch and wrote some code that will correctly use the returners max speed without any hacks in the play design code or elsewhere.

The source of the problem is at x29083 to x29086. It loads the returners MS but later checks the MS again here in which it incorrectly loads the player (RT or SS) that is normally there.

At x29083 write 4C C0 BF EA (JMP $BFC0) to jump to the new code. Those that understand the ASM can alter the location of the new code and it also currently will fit into cxrom's 32-team rom (v1.05).

At x2BFD0 write in the following code:

```
A0 08 LDY #08B1 AE LDA $AE,Y ; Read PlayerC9 0A CMP #0A ; Player 1F0 07 BEQ :+C9 8A CMP #8A ; Player 2F
```

***If the rom is using the old PR hack (quickness value for PR MS) then change x2908B from x87 (REC) to x82 (MS) to fix any problems.

+ Quote

TomTupa
Tecmo Legend
●●●●●●

Members
⊕ 12
2,004 posts
Location: Indiana

Posted February 15, 2008

Great find! I don't know what we'd do without ya.

+ Quote

[sigs.php?player=dajabec](#)
Tecmo Tunes Tecmo-themed song parodies

---

drummer4god
Tecmo Legend
●●●●●●

Posted February 15, 2008

agreed!

+ Quote

Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!

Perfecting the playing field,and gameplay with THE most downloaded,and popular roms in the Tecmo Super Bowl Universe!

https://www.facebook...Bowl2k13?ref=hl

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buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

⊕ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 15, 2008

> ⊘ jstout said:
>
> At x2BFD0 write in the following code:
>
> ```
> A0 08        LDY #08
> B1 AE        LDA $AE,Y ; Read Player
> C9 0A        CMP #0A ; Player 1
> .........
> ```

So, just enter the values in the left column? Left to right, top to bottom, starting at x2bfd0 ?

+ Quote

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

link to change one's signature

jstout

Tecmo Super Champion

●●●●●

J

Members

⊕ 92

537 posts

Author •••

Yes, just enter the left values in order from the top down. The right side describes the code for anybody than can find it useful or needs to modify it.

＋ Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Moderators

⊕ 3,074

11,466 posts

Location: Ca

•••

Good find jstout.

＋ Quote

SBlueman

Tecmo Legend

•••

● ● ● ● ● ●

Any way to make an IPS patch for this?

+   Quote

Check out my latest release: <u>Tecmo Super Bowl 2020 - SBlueman Edition</u>

Check out my other releases: <u>SBlueman's Downloads</u>

Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use with NES TSB & TSBTool)</u>

---

buck

DARRELL GREEN

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● ● ● ● ● ● ● ● ● ● ● ● ● ●

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted February 17, 2008

> ⌄   SBlueman said:
>
> Any way to make an IPS patch for this?

you can make a SET patch...

+   Quote

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

<u>link to change one's signature</u>

Tecmo Titles: Lincoln V
(2015)

SBlueman
Tecmo Legend
●●●●●●

Members
➕ 289
1,048 posts
Location: San Jose, CA

Posted February 17, 2008 •••

How would I do that?

➕   Quote

Check out my latest release: <u>Tecmo Super Bowl 2020 - SBlueman Edition</u>

Check out my other releases: <u>SBlueman's Downloads</u>
Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use with NES TSB & TSBTool)</u>

buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Posted February 17, 2008 •••

try this

```
#KR and PR JSTOUT fix
SET( 0x29083, 0x4cc0bfea )
SET( 0x2bfd0, 0xa008b1aec90af007c98af0114c7790a918a479c008d00318e9094c7790a998a478c008d00318e9094c7790
```

apply to tsbTOOL

+ Quote

Members
➕ 2,060
6,332 posts
Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

---

buck
DARRELL GREEN
●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members
➕ 2,060
6,332 posts
Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

Posted February 19, 2008

This doesn't appear to be working for Punt Returners. I gave a guy a very high rs/ms and tested it - he was not running at his attribute settings. Actually, it seems like 6ms.
It does work on Kick Returns, though.
Is is possible that inputing wrong code would produce KR working, but PR not working? I double checked the SET command I posted, and it matches up.

+ Quote

---

jstout
Tecmo Super Champion
●●●●●

Posted February 20, 2008   Author

⌄ buck said:

J

Members

➕ 92

537 posts

> This doesn't appear to be working for Punt Returners. I gave a guy a very high rs/ms and tested it - he was not running at his attribute settings. Actually, it seems like 6ms.

I tried it again right now with a PR with a fast and slow player and both were working. Can you let me know what rom or even send it to me to check over? And the most obvious but not to be overlooked is that the PR was the right guy.
I figured out the problem. The old PR hack that uses the Quickness changes the value of the player to be used. In your rom the REC was being used in with your fast player had a 6. Thanks and I'll note that above.

➕ Quote ❤

BigBen7

Starter

●●●●

Members

➕ 2

157 posts

Location: Avoca, PA

Posted February 20, 2008 •••

> 🔽 buck said:
>
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> It does work on Kick Returns, though.
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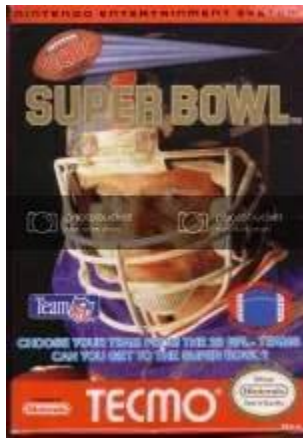
Seems like I have that same problem too??
EDIT : Nevermind found it above, change the 87 to 82.

➕ Quote ❤

drummer4god

Tecmo Legend

●●●●●●

2.0

➕ 58

1,650 posts

Location: evensville, tennessee

ROM MINDED

Posted February 28, 2008

big ben what is your xbox live gamertag?

➕ Quote

Bernie Kosar holds the NFL record for most passing yardage in a playoff game ...489!
Perfecting the playing field,and gameplay with THE most downloaded,and popular roms in the Tecmo Super Bowl Universe!
https://www.facebook...Bowl2k13?ref=hl

Posted February 28, 2008

BigBen7

Starter

●●●●

Members

● 2

157 posts

Location: Avoca, PA

Brthlsbrgr7

+ Quote

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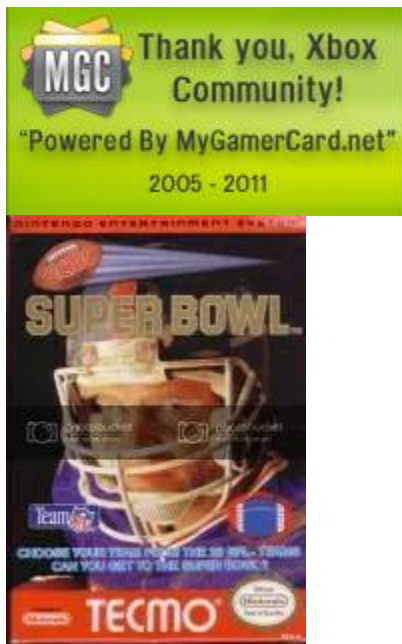
jer

Member

●●

Posted February 29, 2008

Hi. I've just posted a couple of times before, I hope this appears in the right place. I didn't even know what an emulator was until Sept 07. At that time I was very excited to find that Tecmo Bowl, a game I'd loved for years was available in an updated version. I played Drummer4Gods 2007-08 Rom and really enjoyed it, even though I'm a jets fan and there's not much to get excited about on the roster. I recently found cxrom's 32 team Rom and I'm blown away. Not knowing anything about computer programming I can only guess how much work has gone into that project, I really appreciate what you've

accomplished with it. I'm equally thankful for the TSBtoolsupreme that I believe was created by BAD_AL. It's perfect for a user like me who would have no other way of keeping up with player moves. The main point of this post (although there is a question coming later) is to say how much I enjoy what you've put together (sorry I'm sure there are people who've really helped a lot that I have not credited. I'm new here but I'm sure you all know who's contributed what. From what I've read it seems bruddog, jstout, and Mr.Beef have helped a lot, again I'm sorry for those I've missed.

My question has to do with kick and punt returns. Leon Washington is set as the jets KR/PR, when I increased his abilities they showed up on running/passing plays, but seemed to have no influence on the return game. I'm using cxrom's 32 team rom v105.

I have read a bit about the KR/PR concerns on this message board so forgive me if the answer is obvious and I haven't understood. I don't yet know what a "hack" or "patch" is or how to write code. I am in the middle of reading a hex editing tutorial on a site called "campaigncreations" (I think I found a link to it somewhere on here) so I now understand what the hexidecimal system is and how to convert number formats but I don't know much more than that now. I've downloaded a hex editor, something called hoxpose and FCE UltraXD but I don't know how to use any of them yet.

Anyway, sorry for the super long post. Again, congrats to all who've helped put this together (to Matt Knobbe to for the board) it's fantastic what you've done.

If anyone can offer some help re: my KR/PR problem I would greatly appreciate it.

Thanks very much,

➕   Quote

Posted February 29, 2008

Hi everyone, just a note to say I figured out the problem. I read the hex editor guides and was able to implement what jstout had suggested earlier in this thread. Thanks jstout, and everyone else who has put this together. I hope to play online sometime (if I can figure that out next).

Thanks again,

Jer

P.S. am I using the most recent version of the rom v105?

Thanks

➕   Quote

jeid1

Starter

●●●●

J

Members

● 0

243 posts

Location: Dallas, TX

Posted January 27, 2009   •••

Quick question - I was wondering if it was possible to change ONLY the PR, leaving the KR with the MS of the right tackle? if so how would this be done? I'd like to implement this on my rom.
Thanks in advance.

➕   Quote   ♡

Tecmo Super Bowl 2010 - by Jeid
Current rosters as of 8/28/09 - Includes post NFL draft rosters
PC/PA hack, Probability based Man v. Man grappling hack, and more...
Tecmo Super Bowl 2010 - by InLo-Fi.com
----
aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

tecmobo

Bo Knows 0.o

●●●●●●

Members

➕ 155

1,641 posts

Posted January 29, 2011   •••

Here is the original rom with the KR and PR MS hacks if anyone wants it...
Thanks Jstout.
TSB with KR and PR MS Hacks.rar

➕   Quote   ♡

Bloomington 2018 Tournament Champion
Chicago 2017 Tournament Champion
Tecmo Madison XIII: Top 16

1 year later...

TecmoBowlSwede

Promising Rookie

●●●

Members
● 1
47 posts

Posted April 30, 2012

> jstout said:
>
> At x29083 write 4C C0 BF EA (JMP $BFC0) to jump to the new code. Those that understand the ASM can alter the location of the new code

For a while I have been looking for a way to get this hack as well as the "Use Quickness For Pass Incompletions"-hack in a rom. There is a conflict, as they use the same space. If I could alter the location of this hack, the problem would be solved. But I do not understand the ASM...
1) How does the ASM work?
2) Is it safe to assume that a space with lots of FF's is a accepted location for this code?
Some help or pointers would be highly appreciated!

+ Quote

jstout

Tecmo Super Champion

●●●●●

J

Posted April 30, 2012   Author

> TecmoBowlSwede said:
>
> > jstout said:

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> 1) How does the ASM work?
> 2) Is it safe to assume that a space with lots of FF's is a accepted location for this code?
> Some help or pointers would be highly appreciated!

Yes, a space with FFs is accepted location for this code and you'll need to edit the jump location into the code. If the code is in x28010-x2C00F, then you'll change "x29083 write 4C C0 BF EA (JMP $BFC0)" to the location - x10 (the original code x2BFD0 = $BFC0). If you are trying to put the code elsewhere then I would need to know where because it requires a change of banks which is harder to describe.

➕ **Quote**

TecmoBowlSwede

Posted April 30, 2012   •••

There is a block of FF's between x2BF44 and x2BFC9, where the code would fit.
I don't get the jump-command though. What would I need to change "4C C0 BF EA" at x29083 to for it to jump to x2BF44 instead?

➕ **Quote**

---

jstout

Posted April 30, 2012   Author   •••

Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

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I don't get the jump-command though. What would I need to change "4C C0 BF EA" at x29083 to for it to jump to x2BF44 instead?

Change to x29083 to 4C 34 BF EA

➕ Quote   ♡

**TecmoBowlSwed
e**
Promising Rookie
●●●

Members
➕ 1
47 posts

Posted May 3, 2012   ···

Thanks! Now I get it.

➕ Quote   ♡

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SBlueman

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