



tsb documentation?

[Follow](#) 0By cxrom, October 21, 2006 in [ROM Editing Discussion](#)[Start new topic](#)[Reply to this topic](#)**cxrom**

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted October 21, 2006

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has there ever been any documentation released as to how data is stored in the rom and where it is located. i looked at the specs of the MMC3, and tsb only utilizes half the prg and chr space available. through proper bank switching it is highly possible to add the expansion teams. the process would go alot faster if i didnt have to figure out the data structures, but if there is no info then i got a lot of work ahead of me.

i disassembled each prg-bank and have begun working on getting the game to go back to the play select screen after TDs so the play can either go for the 2point or choose a field goal(which would be adjusted to an extra point).

[+ Quote](#)**Knobbe**

Tecmo Godfather



Founder



+ 3,244






Posted October 21, 2006

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yeah, it's on here somewhere but I can't seem to find it right now.
the Player team definitions are defined right at the start of the game.
It starts with the team pointers, then the player pointers, then the players and attributes.
When I have a little more time I either find the stuff or otherwise document it.

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

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

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 21, 2006

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I have a lot of locatoins written down. I need to post them again. Most of the locations are listed in the hacking documentation forum but they are in a lot of different threads. Jstout123 on aim probably has a lot of the info you need as well.

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted October 31, 2006

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well here's an update on progress...i've added two teams to the select screen. right now the names are blank and i have them pointing to the 49ers and Cardinals, so not too usefull yet. im working on adding slots for the rest, but because of the way the game loads the right team pointers, i have to rework the NFC/AFC loading routines to load NFC/AFC or a regular team based on user choice. what i need, if anyone knows, is any info on player attributes (location in rom, length of bytes per player, anything!?!?, etc.). i looked through the documentation forum to no avail.

+ Quote



jstout

Tecmo Super Champion



Posted October 31, 2006

Report post 

✓ **cxrom said:**

What i need, if anyone knows, is any info on player attributes (location in rom, length of bytes per player, anything!?!?, etc.). i looked through the documentation forum to no



Members
+ 92
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avail.

The player attributes are at x3010 to x3CDB (immediately after the section with the player names) with the positions having a different length depending on what stats they require. There is info out there on this if you look or I could point you to the stuff. Anything else you need?

+ Quote



cxrom

Veteran
●●●●



Members
+ 19
373 posts
Location: Phoenix, AZ

Posted October 31, 2006

Report post

yeah a link would be great

+ Quote



bruddog

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Here is a link to some links. Not sure how helpful they'll be.

<http://www.tecmobowl.org/forum/viewtopic.php?t=8342#66835>

Also I have this which is incomplete but has a lot:

000-6D0: iNES header information

6D0-2E2C: Player Names

2E2D-3010 Dead Space

3010-3CD0 Player Attributes and Data

3CDC-4010 Dead Space

4010-41F3 Play Formations positioning

41F4-440F: Dead Space

4410-4BF6 Offensive play pointers to specific actions for each player in the play

4BF8-4e09 Dead Space

~8000-9FFF Specific offensive commands for players

~A000-BFFF Specific defensive commands for players

18163 to 1869F Simulation code

1D310 Team Default playbooks

1D410-1DA10 Play names and pointers

1DC10 Defensive reaction pointers

27506 Play Graphics pointers

First 256K is Rom data. Last 128K is graphic.

+ Quote



GRG

Veteran



Members

+ 40

394 posts

Location: MN

Posted November 1, 2006

Report post

Did you check this out already: http://www.tecmobowl.org/forum/index.php?page_...ile_id=104

Quote

This doc will help you understand the basics of where player data and attributes are stored in the ROM, as well as how to recalculate the pointers of each player

+ Quote



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 19, 2006

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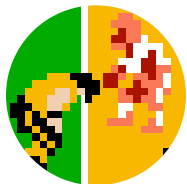
nothing playable yet, workin on atts and large helmet for texans and jaguars

+ Quote



snatches

Tecmo Super Champion



Members

0

759 posts

Location: NC

Posted November 19, 2006

Report post

cxrom said:

[status page](#)

nothing playable yet, workin on atts and large helmet for texans and jaguars

This is pretty impressive, I never thought that you could enable those blank spots as teams. If I could also offer some freindly advice: figure out if it's even possible to incorporate all of the team data and game play before you concentrate on the graphics. They just aren't important until you get the functionality working.

One more suggestion. If you were able to make those blank spots selectable as 2 teams, what's stopping you from using the 2 pro bowl teams to include TEN and CAR?

+ Quote



I can't condone that type of conduct... but fortunately I do have some singles.



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted November 20, 2006

Report post

Please document and post your findings either as you go along or when you are finished.
Looking forward to this one!

+ Quote

Elsewhere

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

CXrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 20, 2006

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Quote

Please document and post your findings either as you go along or when you are finished.

i am, but this needs to be cleaned up so it'll be awhile.

Quote

If you were able to make those blank spots selectable as 2 teams, what's stopping you from using the 2 pro bowl teams to include TEN and CAR?

the pro-bowl teams are staying in. there is an array of (Y,X) for the team select screen for the white pointer to position itself based on user input. there are still 4 unused spots to the right of NFC and AFC and above CIN and DEN. those top 6 spots load data differently because they are assumed NFC or AFC, not regular teams. im just gonna have that loading routine redirect the PC based on the (Y,X).

Quote

figure out if it's even possible to incorporate all of the team data and game play before you concentrate on the graphics.

so far all four expansion teams have names, numbers and palettes inserted. the space for attributes and large helmets has been allocated, but its all set to \$00.

+ Quote



kingsoby1

Tecmo Fanatic



Members

+ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted November 20, 2006

Report post

i will for sure start rating roms again if this goes through.

one big question...

would this be compatible with the current editor most of us use? <http://www.emuware.com>

-- TSB Manager 2000

+ Quote



Championship Victories:

HSTL: s8, s9, s15

TE: s5, s6

MN Tourney Champ: Oct '05, Jan '06

Madison Tecmo II 1st Place

Madison Tecmo III 2nd Place

Madison Tecmo IV 2nd Place

Madison Tecmo VII 3rd Place



cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 21, 2006

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probably not unless you have the source

+ Quote



bruddog

Down with button mashing



Posted November 21, 2006

Report post

Noty a big deal to make the ratings in emuware port them to rom and then just copy the hex to the proper location.

+ Quote



Moderators

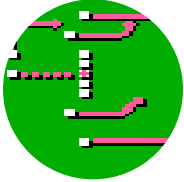
+ 3,074

11,466 posts

Location: Ca

BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted November 22, 2006

Report post

▼ **kingsoby1 said:**

i will for sure start rating roms again if this goes through.
one big question...
would this be compatible with the current editor most of us use?
<http://www.emuware.com> -- TSB Manager 2000

I can modify TSBTool to work with this new ROM.
I'll just need the locations of the new teams.

+ Quote



CXrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted November 30, 2006

Report post

anyone have insight for prg-ram (aka sram or *.sav files)?

▼ **Quote**

I can modify TSBTool to work with this new ROM.

hopefully you hard coded as few pointers as possible, because alot of data is being shifted around.

+ Quote



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