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TSB with both 34 and 43 defenses

By jstout, September 26, 2009 in Download Support

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jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ **92**
537 posts

Posted September 26, 2009

I setup TSB to allow specific teams to be set as 34 or 43 defenses. Only gameplay on the field and the Defensive Starters page have been edited. The roms have been tested fairly well but let me know if any glitch happens or if any of the plays (offense or defense) vs the 43 need adjustments.

The 43 teams on the original rom are:

CHI, DAL, HOU, MIN, NYJ, PHI, RAI, SEA, WAS

The 43 teams on the 32 team rom are:

ARZ, ATL, BUF, CAR, CHI, CIN, DET, GB, HOU, JAX, KC, MIA, MIN, NO, NYG, OAK, PHI, SEA, STL, TB, WAS, and both the AFC and NFC Pro Bowl teams

[TSB_2D.zip](#)

[TSB32_2D.zip](#)

+   Quote

⬆ 1

♥

pambazos88 reacted to this

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members

➕ **1,541**

5,286 posts

Location: Boston, MA

'Ooooh' and 'Ahhhh'!
Love it. I also dig how you changed the defensive starters screen. That's a nice touch. 🙂
Edit: JS, did you just create a new Defensive Starter screen? And now the ROM is referencing a 3 / 4 screen and a 4 / 3 screen?

➕ Quote

---

jstout

Tecmo Super Champion

●●●●●

Members

➕ **92**

537 posts

> **Maynard_G_Krebs said:**
>
> Edit: JS, did you just create a new Defensive Starter screen? And now the ROM is referencing a 3 / 4 screen and a 4 / 3 screen?

Yeah, it is basically a new screen. Where the game loads the Defensive Starter screen, I changed the code to if set to 34 then load the original screen info else load the new 43 screen info.

➕ Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members

➕ **1,541**

5,286 posts

Location: Boston, MA

Very cool, dude.

➕ Quote

HAWK23

This is awesome EXCEPT... I tried to edit the NFC West Teams (SF/SEA/AZ) and when I do it and load up the game and go to the team roster page they get all jumbled. It doesn't update and the screen is all pixelated. I tried doing a couple different things and the bottom line is it won't let you edit those teams. It won't even let you edit a player's name without it being jumbled.

Also GB runs a 3-4 now. This is such an awesome update. Anyway you can figure out what's up with editing the NFC West Teams? I'd love to use this ROM as a base roster from now on to do my own updated rosters.

Thanks for all your work!

+ Quote ♡

---

jstout

Tecmo Super Champion
●●●●●

J

Members
● 92
537 posts

Posted September 26, 2009   Report post ⋖

> **HAWK23 said:**
>
> This is awesome EXCEPT... I tried to edit the NFC West Teams (SF/SEA/AZ) and when I do it and load up the game and go to the team roster page they get all jumbled. It doesn't update and the screen is all pixelated. I tried doing a couple different things and the bottom line is it won't let you edit those teams. It won't even let you edit a player's name without it being jumbled.

Yeah, I didn't want to modify any of the teams on the roms strictly for ease.

Because of the rom expansion, the location of the NFC West teams is in a different location. I haven't checked TSBTool but odds are if you copy x3F000-x4000F and paste it at x7F000-x8000F then it will fix your problems.

Edit: Verified that this will fix the NFC West after rom editing with TSBTool

+ Quote ♡

HAWK23

Getting Started

H

Members
● 0
5 posts

Posted September 26, 2009   Report post ⋖

hmmm... I'm not an expert at editing... I didn't quite follow. I just tried sending you an AIM message (mine's HAWK23). If you have a min could you explain it to me better on there. I'd love to fix the issue.

Thanks

+ Quote ♡

SBlueman

Tecmo Legend

●●●●●●

Members

➕ **289**

1,048 posts

Location: San Jose, CA

Wow, very cool! I wonder if TSB Tool can incorporate this in some way and allow ROM editors to choose if their defense will be a 3-4 or a 4-3.

➕ Quote Edit Options ▾

Check out my latest release: Tecmo Super Bowl 2020 - SBlueman Edition

Check out my other releases: SBlueman's Downloads

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

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●

●●●●●●●●●●●●●●●●

Members

➕ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

nice, man!

so, how/where (0x) do you set each team to a value?

➕ 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

●●●●●

> **buck said:**
>
> so, how/where (0x) do you set each team to a value?

J

Members
⊕ **92**
537 posts

On the original rom:

For the defensive starters page:

x33FC0-x33FDD where x00 = 34 and x01 = 43

For the game field:

x400E0-x400FD where x02 = 34 and x22 = 43

Team order is BUF-ATL, AFC PRO BOWL, NFC PRO BOWL

On the 32 team rom:

For the defensive starters page:

x33FBE-x33FDF where x00 = 34 and x01 = 43

For the game field:

x400DE-x400FF where x02 = 34 and x22 = 43

Team order is BUF-CAR, AFC PRO BOWL, NFC PRO BOWL, SF-ARZ

+ Quote

⬆ 2

funknasty171 and Knobbe reacted to this

♡

COA Elway

COAching Phenom
●●●●●●

Moderators

⊕ **119**
1,322 posts
Location: Cleveland

Posted September 26, 2009

Report post

Nice!!!!!

Nuff said!

🙂

+ Quote

♡

COA *mode player, since '93*

*Try out my COA mode only roms here......*http://tecmobowl.org...hp?f=34&t=15039

PLAY AT YOUR OWN RISK!

✕ ▾

TecmoTurd

Tecmo Legend
●●●●●●

T

Members
⊕ **102**
2,947 posts

Posted September 26, 2009

Report post

Just posting the obligatory "can the snes get some love" reply

+ Quote

♡

AIM: TecmoTurd

✕ ▾

RBI Baseball Players Circuit
www.rbibaseball.us/players

My SNES Hacking Info (archives, new version)

SNES Resource Thread

Yak
Tecmo Fanatic

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Y

Members
⊕ 1,541
5,286 posts
Location: Boston, MA

Posted September 26, 2009

Report post

> ⌄ **TecmoTurd said:**
>
> Just posting the obligatory "can the snes get some love" reply

🙂

➕ Quote

🤍

fatcheerleader
COA of NE (1991)

●●●●●●

Members
⊕ 111
2,697 posts
Location: Washington DC

Posted September 26, 2009

Report post

Awesome! I wish people like you had unlimited free time to fix everything with TSB. 🙂
I sound like a jerk but why did you use a rom from 2007? At least I think that was the year.
Any way you can make a General Manager program that would work with the 32 team rom?
Greedy I am. (Others were thinking this too but didn't say it!)

➕ Quote

🤍

TSB NCAA19, TSB NCAA 2016, TSB NCAA 2014, TSB NCAA 2013, TSB NCAA FCS 2010   ✕ ⌄

HAWK23
Getting Started

H

Members
⚫ 0
5 posts

Posted September 26, 2009

Report post

I went ahead and already transferred the rosters from a 2009 ROM and put them into this
one. It works great (thanks again Jstout for the help in making the AFC West Teams Work).
By the way. Here are the base defenses for all NFL Teams. Since Jstout was nice enough to
show me how to change the defenses using the hex editor I'm going to go ahead and try to
change the teams that need their base defenses changed around.
X = Wrong in the ROM
* = Has it Correct in the ROM
Team: Defense in Real Life
*Bills: 4-3
XDolphins: 3-4
*Patriots: 3-4
*Jets: 3-4

*Ravens: 3-4
*Bengals: 4-3
*Browns: 3-4
*Steelers: 3-4
*Texans: 4-3
XColts: 4-3
*Jaguars: 4-3
XTitans: 4-3
*Broncos: 3-4
XChiefs: 3-4
*Raiders: 4-3
*Chargers: 3-4
*Cowboys: 3-4
*Giants: 4-3
*Eagles: 4-3
*Redskins: 4-3
*Bears: 4-3
*Lions: 4-3
XPackers: 3-4
*Vikings: 4-3
*Falcons: 4-3
*Panthers: 4-3
*Saints: 4-3
*Buccs: 4-3
XCardinals: 3-4
*Rams: 4-3
*49ers: 3-4
*Seahawks: 4-3

So in summary: the Cardinals, Packers, Chiefs, Dolphins should all be changed to a 3-4 and the Titans, Colts should be changed to 4-3

+ Quote   ♡

HAWK23
Getting Started

H

Report post ◂

I was able to make those changes I listed above successfully in the 2009 Rom.

+ Quote   ♡

Members
● 0
5 posts

TecmoTurd
Tecmo Legend
●●●●●●

T

Members
✚ 102
2,947 posts

Posted September 26, 2009

> **Maynard_G_Krebs said:**
>
> > **TecmoTurd said:**
> >
> > Just posting the obligatory "can the snes get some love" reply 🙂

well, I always ask for hacks when he makes them for nes cause it's fresh in his mind.

✚ Quote

AIM: TecmoTurd

My SNES Hacking Info (archives, new version)
SNES Resource Thread
The Tecmo Players League
RBIBaseball.us

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Y

Members
✚ 1,541
5,286 posts
Location: Boston, MA

Posted September 26, 2009

Dude, I feel your plight, trust me. I was laughing 'cause I'm with ya. Sometimes I think I should be sending Jstout E-cards because of all the help he's just given me alone--I can't imagine how much assistance he lends the Repository, in general. That's why he's a purple helmet. 😉
Are purple helmets still recognized? 🙂

✚ Quote

TecmoTurd
Tecmo Legend
●●●●●●

T

Members

Posted September 26, 2009

I am in the midst of teaching myself, but I'm too green at it yet...I can write C# or whatever with my eyes closed, but this is a different world...I know about opcodes and addressing modes and whatnot, I'm just stuck on some of the layout of ROMs and what can and can't be written to and all that shit. jstout has explained it a billion times, but I'm still not getting it...someday though!
In the meantime, whenever he does an NES hack, I try to get the SNES version as well, considering it's very similar code, usually it ports pretty well...

102

2,947 posts

+   Quote

COA Elway

COAching Phenom

●●●●●●

Moderators

119

1,322 posts

Location: Cleveland

Posted September 26, 2009

Report post   ⤦

What's all the code on the original rom version at 0x33F30? Mine are all FF's. Does that need to be written in to make this new code work? 🙂
I just tried to apply the changes to my retro rom and graphics got jumbled everywhere. Helmets and players on the field were glitchy.
Jstout, can you post all the locations where the new code needs to written in? 😉

+   Quote

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

3,074

11,466 posts

Location: Ca

Posted September 26, 2009

Report post   ⤦

I see what you did now. I was wondering why none of the original offensive and defensive sections were being read and then I realized you moved it to a completely different location. Very cool stuff.
Could you post the code for just the defensive starters image hack?

+   Quote

Yak

Posted September 26, 2009

Report post   ⤦

Tecmo Fanatic

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Y

Members
⊕ 1,541
5,286 posts
Location: Boston, MA

That would be very cool.

➕ Quote

♡

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

[avatar]

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

Posted September 27, 2009   Report post ⤴

jstout, could you make a "patch" or just give the straight code?
So I made an ips patch using this "32_2D rom" and "cxrom's 32 v 1.05", applied the patch to my current 2009 rom.
The offensive formations and most of my plays have been altered - seems like it reverted to the original formations and some of the original plays...very messed up. 🙂
does your new defensive code effect any offensive code? maybe the 1.05 versions we have are different?

➕ 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

Posted September 27, 2009   Report post ⤴

I downloaded the 1.05 rom a day or two ago from the website and just pasted all my code into the rom so it definitely isn't altered heavily other than expanding the rom. The 43

defense and offense against are the original plays in a different part of the rom (2 sections of play code for each offense/defense). Buck, load a game with both 34 defense teams and see if all the plays are yours as the suspected revert is likely the new "default" 43 play section which your rom didn't have.

I'll post the code you guys wanted when I get a chance and make an IPS.

+ Quote

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted September 28, 2009

> **bruddog said:**
>
> Could you post the code for just the defensive starters image hack?

Here is the code for the defensive starters screen

```
x32412:
; GOTO DRAW SCREEN BACKGROUND
4C 60 9F    JMP $9F60
EA          NOP


x33F70: ($9F60)
A6 6E       LDX $006E ; GET TEAM NUMBER
BD AE 9F    LDA $9FAE,X ; GET TEAM DEFENSE
F0 07       BEQ :+
; 43 DEFENSE
A9 1D       LDA #$1D ; POINTER LOCATION
A2 2F       LDX #$2F ; BANK NUMBER
4C 06 84    JMP $8406
; 34 DEFENSE
A9 1D     : LDA #$1D ; POINTER LOCATION
A2 0F       LDX #$0F ; BANK NUMBER
4C 06 84    JMP $8406


x32425:
; GOTO DRAW NUMBERS ON FORMATION
4C 20 9F    JMP $9F20
EA          NOP


x33F30: ($9F20)

A6 6E       LDX $006E ; GET TEAM NUMBER
BD AE 9F    LDA $9FAE,X ; GET TEAM DEFENSE
F0 2F       BEQ :++
; 43 DEFENSE
```

```
A0 00       LDY #$00
A2 00       LDX #$00
B9 E6 9F  : LDA $9FE6,Y ; NUMBER LOCATION Y
9D 10 02    STA $0210,X
9D 14 02    STA $0214,X
B9 E7 9F    LDA $9FE6+1,Y ; NUMBER LOCATION X
9D 13 02    STA $0213,X
18          CLC
69 08       ADC #$08
9D 17 02    STA $0217,X
A9 00       LDA #$00
9D 12 02    STA $0212,X
9D 16 02    STA $0216,X
C8          INY
C8          INY
8A          TXA
18          CLC
69 08       ADC #$08
AA          TAX
E0 58       CPX #$58
90 D8       BCC :-
4C 41 84    JMP $8441
; 34 DEFENSE
A0 00     : LDY #$00
A2 00       LDX #$00
4C 19 84    JMP $8419

x3246D:
; GOTO DRAW NAMES
4C 80 9F    JMP $9F80
EA          NOP
EA          NOP
EA          NOP
EA          NOP
EA          NOP
EA          NOP
EA          NOP
EA          NOP

x33F90: ($9F80)
A6 6E       LDX $006E ; GET TEAM NUMBER
BD AE 9F    LDA $9FAE,X ; GET TEAM DEFENSE
F0 0E       BEQ :+
; 43 DEFENSE
A5 8E       LDA $008E
0A          ASL
```

```
AA            TAX
BC D0 9F      LDY $9FD0,X ; NAME LOCATION LO
BD D1 9F      LDA $9FD0+1,X ; NAME LOCATION HI
AA            TAX
4C 68 84      JMP $8468
; 34 DEFENSE
A5 8E       : LDA $008E
0A            ASL
AA            TAX
BC EF 84      LDY $84EF,X ; NAME LOCATION LO
BD F0 84      LDA $84EF+1,X ; NAME LOCATION HI
AA            TAX
4C 68 84      JMP $8468

x33FE0: ($9FD0)
.BYTE B2,21, D2,21, 12,22, 48,22, 68,22, F2,21, 88,22, 0E,23, 2E,23, 4E,
x33FF6: ($9FE6)
.BYTE 20,A0, 20,88, 20,50, 30,A8, 30,78, 20,68, 30,48, 38,D8, 38,18, 40,

x33FBE: ($9FAE)
.BYTE 01,01,00,00,01,00,00,00,00,01,01,00,00,01,01,00 ; AFC EAST-WEST
.BYTE 01,01,01,00,01,01,01,01,01,01,01,01 ; NFC EAST-CENTRAL
.BYTE 01,01 ; PRO BOWL
.BYTE 00,01,01,01 ; NFC WEST

; VALUES USED TO PUT BLANK SPACES ON SCREEN
x324B8,x324BA, x324BC,x324C0 ; LOCATION LO,LOCATION HI, Y LENGTH,X LENGT
x324C7,x324C9, x324CB,x324CF ; LOCATION LO,LOCATION HI, Y LENGTH,X LENGT
x324D6,x324D8, x324DA,x324DE ; LOCATION LO,LOCATION HI, Y LENGTH,X LENGT

; IN EXPANDED AREA FOR 43 DEFENSE
x5E04A:
.BYTE 29,AA ; POINTER TO SCREEN TEXT and GRAPHICS
x5EA39-x5EB16 ; SCREEN TEXT and GRAPHICS (copied and edited from x1EA39-
```

Quote

1

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TSB with both 34 and 43 defenses

By jstout, September 26, 2009 in Download Support

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---

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

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

Posted September 29, 2009

Report post ⤴

> ⌄ **jstout said:**
>
> I downloaded the 1.05 rom a day or two ago from the website and just pasted all my
> code into the rom so it definitely isn't altered heavily other than expanding the rom.
> The 43 defense and offense against are the original plays in a different part of the rom
> (2 sections of play code for each offense/defense). Buck, load a game with both 34
> defense teams and see if all the plays are yours as the suspected revert is likely the
> new "default" 43 play section which your rom didn't have.

So it sounds like there are 2 sections of offense and 2 sections of defense code. How is the
offense code different from each other?
What do I need to copy (and where) to make this hack work on a modified playbooks rom?

➕ 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
●●●●●

Posted September 29, 2009   Report post ⤴

J

Members
⊕ 92
537 posts

> ⌄ **buck said:**
>
> So it sounds like there are 2 sections of offense and 2 sections of defense code. How is the offense code different from each other?
> What do I need to copy (and where) to make this hack work on a modified playbooks rom?

That is correct, 2 sections for both. The offense has altered blocking and less than 5 plays had the ballcarrier's route adjusted so they didn't run constantly into the OL.

If the plays are merely reordered with no design changes then nothing with the playbook needs to be copied. If there are design changes then the locations are x4010-xC00F and x44010-x4C00F. The offense is x4010-x500F and x8010-xA00F with the equivalent x44010-x4500F and x48010-x4A00F. The defense is x6010-x800F and xA010-xC00F with the equivalent x46010-x4800F and x4A010-x4C00F. Obviously you'd need to change the code in the 43 section to produce the 43 defense.

I'm still looking if there is an easy way to patch this for any rom with no play design changes. At the moment, I can get a generic IPS that would require one copy and paste with a hex editor but nothing too hard.

Attached is the info I used to create the 43 defense as well as the original play design. Using the included CC65 programs, a nes file gets created that is pasted into the rom. This also may be helpful to anyone that edits plays. I can help make some sense of the info if needed.

Play_Codes.zip

＋ Quote   ♡

COA Elway
COAching Phenom
●●●●●●

Moderators
⊕ 119
1,322 posts
Location: Cleveland

Posted October 1, 2009   Report post ⋖

Thanks to jstout, I have this on my Retro rom. 🙂
I can say, that I actually notice a big difference with the game play. So far I've seen no visible problems with anything, as I've already coached through two seasons with this hack. Running, passing, blocking and just about anything else seem spot on.

＋ Quote   ♡

COA *mode player, since '93*   ✕ ▾
*Try out my COA mode only roms here......*http://tecmobowl.org...hp?f=34&t=15039
PLAY AT YOUR OWN RISK!

---

bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Posted November 6, 2009   Report post ⋖

Are there any real carts that this would fit on?

jstout

Tecmo Super Champion

●●●●●

J

Members
 92
537 posts

Posted November 7, 2009

> **bruddog said:**
>
> Are there any real carts that this would fit on?

Yes, the NES-TKROM-10 can handle it. Kirby's Adventure uses the same cart as TSB but with double the program and character rom space.

Quote

TheTecmoJunkie

Member

●●

T

Members
 0
31 posts

Posted December 21, 2009

> **jstout said:**
>
> I setup TSB to allow specific teams to be set as 34 or 43 defenses. Only gameplay on the field and the Defensive Starters page have been edited. The roms have been tested fairly well but let me know if any glitch happens or if any of the plays (offense or defense) vs the 43 need adjustments.
> The 43 teams on the original rom are:
> CHI, DAL, HOU, MIN, NYJ, PHI, RAI, SEA, WAS
> The 43 teams on the 32 team rom are:
> ARZ, ATL, BUF, CAR, CHI, CIN, DET, GB, HOU, JAX, KC, MIA, MIN, NO, NYG, OAK, PHI, SEA, STL, TB, WAS, and both the AFC and NFC Pro Bowl teams

Dear Jstout, I knew you could do it man, I knew it!!! Thank's a million!!! Check it out though, the RT and LT on the defensive line needs to be slightly repositioned. The RT needs to be moved up probably one more time so that the RT's helmet is lined up flush directly across from LG's helmet on the offensive line. The same applies for the LT, except the LT needs to moved down. Also Mr. Stout, can you slide the LOLB back a little bit so he's lined up with the ROLB at the top. This change will give the 4-3 that authentic TB 4-3 defensive formation. If you notice closely that's how the 4-3's on TB were designed. I'm still in the process of figureing out what the D-line's hitting assignments should be.

Quote

TheTecmoJunkie
Member
● ●

T

Members
● 0
31 posts

What I did here was swapped the linebackers and repositioned the d-line

➕ Quote   ♡

BO FB Offtackle Left
Tecmo Legend
● ● ● ● ● ●

Members
➕ 253
3,135 posts
Location: New York

Are the DEs in the 4-3 still able to dive bomb the QB, or can you use them more like an OLB now?

➕ Quote   ♡

"There's nothing wrong with reading the game plan by the light of a jukebox." ✕ ⌄
- Kenny Stabler

---

fatcheerleader
COA of NE (1991)
● ● ● ● ● ●

Members
➕ 111
2,697 posts
Location: Washington DC

> ⌄ **jstout said:**
>
> I setup TSB to allow specific teams to be set as 34 or 43 defenses.
> The 43 teams on the 32 team rom are:
> ARZ, ATL, BUF, CAR, CHI, CIN, DET, GB, HOU, JAX, KC, MIA, MIN, NO, NYG, OAK, PHI, SEA, STL, TB, WAS, and both the AFC and NFC Pro Bowl teams
> [attachment=0]TSB32_2D-0.png[/attachment]

jstout, I love this idea. I was wondering if you'd be willing to make an updated version for the 32 team rom? I've done the to-do-list for you!

3-4 teams on your rom that need to be 4-3 now: IND, TEN

4-3 teams on your rom that need to be 3-4 now: ARZ, BUF, GB, KC, MIA, WAS

That's it and thanks in advance! 😄

➕ Quote

fatcheerleader

COA of NE (1991)

●●●●●●

Members

⊕ 111

2,697 posts

Location: Washington DC

Posted August 13, 2010

Report post

bump... 2010 update? 😉

[Post made on a Tecmo Super Mobile Device!] 🖼️mobile.png

➕ Quote

TecmoBowlSwede

Promising Rookie

●●●

Members

⊕ 1

47 posts

Posted October 11, 2010

Report post

> **buck said:**
>
> So I made an ips patch using this "32_2D rom" and "cxrom's 32 v 1.05", applied the patch to my current 2009 rom.

Is it possible to make a patch using the 28_2D rom and the original Tecmo Super Bowl rom, and then apply it to a work-in-progress rom without current hacks being overwritten? (Assuming that I have not already messed with any code associated with the 4-3 hack locations, of course.)

Any pointers to what programs needed, and how to proceed?

I'm working on a 1990 season rom based on the original, with "updated" roster, schedule, playbooks, uniforms, gameplay, etc. and have done some basic but time consuming hex & tile edits. I should have kept a hack-log, but didn't.

➕ Quote

jstout

Tecmo Super Champion

●●●●●

J

Posted October 11, 2010

Report post

> **TecmoBowlSwede said:**
>
> Is it possible to make a patch using the 28_2D rom and the original Tecmo Super Bowl rom, and then apply it to a work-in-progress rom without current hacks being overwritten? (Assuming that I have not already messed with any code associated with the 4-3 hack locations, of course.)
>
> Any pointers to what programs needed, and how to proceed?

Patching the rom won't work right. The simplest method is with a hex editor doing below.
First make a copy of the 28_2D rom.
COPY from YOUR ROM: x0 to x4000F
PASTE to COPY OF 2D ROM: x0 to x4000F and SAVE
COPY from YOUR ROM: x3C010 to x6000F
PASTE to COPY OF 2D ROM: x7C010 to xA000F and SAVE
CHANGE on COPY OF 2D ROM the following to be the same as the 28_2D rom then SAVE:
x4 to x4 (1 bytes)
x256E3 to x25709 (39 bytes)
x25723 to x25736 (20 bytes)
x25784 to x2578E (11 bytes)
x257C4 to x257CE (11 bytes)
x2802B to x28036 (12 bytes)
x2889C to x288AD (18 bytes)
x32412 to x32415 (4 bytes)
x32425 to x32428 (4 bytes)
x3246D to x32477 (11 bytes)
x324B8 to x324B8 (1 bytes)
x324BC to x324BC (1 bytes)
x324C7 to x324C7 (1 bytes)
x324CB to x324CB (1 bytes)
x324D6 to x324D6 (1 bytes)
x324DA to x324DA (1 bytes)
x328BA to x328BA (1 bytes)
x33F30 to x33F6C (61 bytes)
x33F70 to x33F84 (21 bytes)
x33F90 to x33FB2 (35 bytes)
x33FC0 to x33FDD (30 bytes)
x33FE0 to x3400B (44 bytes)

➕   Quote

⬆ 2 ❤

Knobbe and pambazos88 reacted to this

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted October 11, 2010

Report post ⬍

Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

CHANGE on COPY OF 2D ROM the following to be the same as the 28_2D rom then SAVE:
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x324CB to x324CB (1 bytes)
x324D6 to x324D6 (1 bytes)
x324DA to x324DA (1 bytes)
x328BA to x328BA (1 bytes)
x33F30 to x33F6C (61 bytes)
x33F70 to x33F84 (21 bytes)
x33F90 to x33FB2 (35 bytes)
x33FC0 to x33FDD (30 bytes)
x33FE0 to x3400B (44 bytes)

thank you for this. is there a similar algorithm for a 32 team rom with "custom playbooks" (eg, buck 2010 rom)?

+   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

TecmoBowlSwede

Promising Rookie
● ● ●

Report post ⬏

Thanks a lot!

+   Quote   ♡

Members
⊕ 1

pambazos88

Starter

●●●●

Members

➕ 123

155 posts

Location: MX

Posted December 18, 2012

> **On 10/11/2010 at 3:39 PM, jstout said:**
>
> Patching the rom won't work right. The simplest method is with a hex editor doing below.
> First make a copy of the 28_2D rom.
> COPY from YOUR ROM: x0 to x4000F
> PASTE to COPY OF 2D ROM: x0 to x4000F and SAVE
> COPY from YOUR ROM: x3C010 to x6000F
> PASTE to COPY OF 2D ROM: x7C010 to xA000F and SAVE
> CHANGE on COPY OF 2D ROM the following to be the same as the 28_2D rom then SAVE:
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> x328BA to x328BA (1 bytes)
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> x33F70 to x33F84 (21 bytes)
> x33F90 to x33FB2 (35 bytes)
> x33FC0 to x33FDD (30 bytes)
> x33FE0 to x3400B (44 bytes)

And if you'd like to add these to the 28-base IN-GAME-PLAYBOOK.ROM??? How can you achieve this?

➕ Quote

♡

pambazos88

Posted December 19, 2012

Starter

●●●●

Members

➕ 123

155 posts

Location: MX

Well that worked perfect, Thanks Jstout

➕ Quote

♡

---

jschminkey28

Promising Rookie

●●●

Members

➕ 2

42 posts

Report post ⬦

I did exactly what u said stout and absolutely nothing happened im using an original rom? any idea what gives?

➕ Quote

♡

---

pambazos88

Starter

●●●●

Members

➕ 123

155 posts

Location: MX

Report post ⬦

> ⌄ **On 1/11/2013 at 12:42 AM, jschminkey28 said:**
>
> I did exactly what u said stout and absolutely nothing happened im using an original rom? any idea what gives?

Are you talking about this? :

Patching the rom won't work right. The simplest method is with a hex editor doing below.

First make a copy of the 28_2D rom.

COPY from YOUR ROM: x0 to x4000F

PASTE to COPY OF 2D ROM: x0 to x4000F and SAVE

COPY from YOUR ROM: x3C010 to x6000F

PASTE to COPY OF 2D ROM: x7C010 to xA000F and SAVE

CHANGE on COPY OF 2D ROM the following to be the same as the 28_2D rom then SAVE:

x4 to x4 (1 bytes)

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x33F70 to x33F84 (21 bytes)
x33F90 to x33FB2 (35 bytes)
x33FC0 to x33FDD (30 bytes)
x33FE0 to x3400B (44 bytes)

If you were: an original rom, or an IN-PLAYBOOK-hacked rom will have **43-DEF** teams after doing those modifications. (CHI, DAL, HOU, MIN, NYJ, PHI, RAI, SEA, WAS will play **43-def**) and if you want to make a team play a different defense (34/43), go to the offsets jstout said:

On the original 28 team-rom:
For the defensive starters page:
x33FC0-x33FDD where x00 = 34 and x01 = 43
For the game field:
x400E0-x400FD where x02 = 34 and x22 = 43

+ Quote

⬆ 1

buck reacted to this

♡

Lamefest
Promising Rookie
●●●

Posted May 12, 2013   Report post ⤴

It seems when I apply this 28 team-2D hack to a rom, I am unable to change what formation any offense uses. I will change the offensive formation in TSB Tool Supreme, but when I apply the data to a rom, all the offenses revert to that of the original. If I go back to TSBtool and "View Contents" of that same rom, the data still reads how I intended it.

Does anyone know how to fix or avoid this?

Thanks,

+ Quote

Tecmonster
rom producer
●●●●●

Members
+ 211
634 posts
Location: Reno, NV

Posted May 12, 2013

Report post

I have the same problem -- changing formations in ToolSupreme doesn't seem to work.

+ Quote

---

pambazos88
Starter
●●●●

Members
+ 123
155 posts
Location: MX

Posted May 13, 2013 (edited)

Report post

I dont know if you mean "change" OF-FORMATIONS like this:

I dont know what exactly TSBTool does when "loading" a rom and "saving" it (it sends a warning message saying somethings wrong, but it "manages" to save it anyway)
I guess, for this Rom, it has something to do with the "extended" size.

But If yow Want to change between OF-formations (Pro/ 1Rb-4Wr/ 1Rb-3Wr-1Te), you can apply the "patch"(hack) that *jstout* posted (somewhere around):

At **x21642** input: **8AA66EBCD09FAA4C5096** * (this will redirect to a **NEW** TEAMS' FORMATION at x21FE0)

so, At **x21FE0** it will be the **NEW FORMATION SETUP** for the Teams. In *BUF-ATL* order, so you will input **28** offset-bytes for each team and the **NEXT 2** for AFC/NFC (**00**=pro/ **01**=4wr / **02**=3wr-1te)

E.g. if you want the Bills to have **4Wrs - 1RB**, input the value **01** at offset **x21FE0**, and so on for the rest of the teams..

Then, at **x30FF8** input: **8AA66EBC709EAAC001F011C002F0134CFE8F** * (this will redirect to **x31E80**, where PLAYERS' POSITION (*WR,RB,TE*) is assigned for the NEW FORMATION)
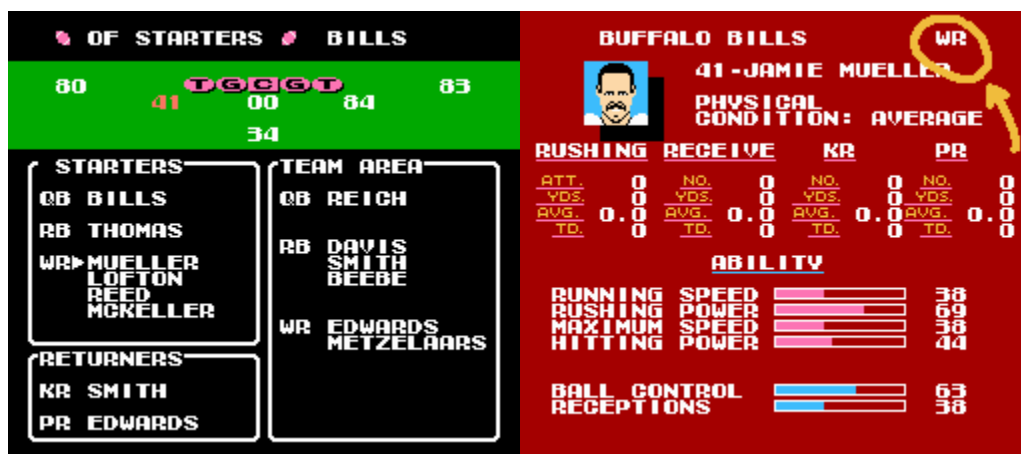
so, At **x31E80** it will assign the **CORRECT** position for each **NEW** FORMATION SETUP.

Again: *BUF-ATL* order. (00=pro, 01=4wr, 02=3wr-1te)

This is recommended because you dont want to see your 2nd RB (*Mueller*, for the example) shown as a RB, Now he will be shown as a **WR**:

So, Yow will have to input (copy) the same **28 + 2** values you enterd before, but now at offset **x31E80**.

E.g. So now input the value **01** at offset **x31E80**, (corresponding the *Bills*) and youll see:

Edited May 13, 2013 by pambazos88

➕   Quote

⬆ 2

buck and Lamefest reacted to this

---

pambazos88

Starter

●●●●

Members

➕ **123**

155 posts

Report post ⬩

Then, can someone tell me please if it is possible to: instead of having Both **34/43,** I was hoping some other two "Old school" formations:
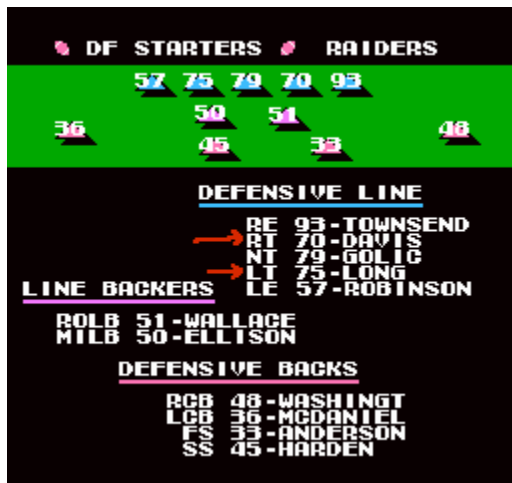
52 (will/sam):

Location: MX

and yes **43**, but like this one (will/mike/sam):

of course LINEMEN will start at a "3-pt** stance", and DF-BACKS at a "**2pt**-stance"

And for the **DEF-Starters** as well:

Any pointers on this specific rom would be very helpful. thx

+   Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

⊕ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 13, 2013

Report post ⤴

Just out of curiosity is there anyone out there with a lot of experience playing games with a 4-3 defense and how it effects the game play?

+   Quote

⬆ 1

BO FB Offtackle Left reacted to this

Elsewhere

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- 💬 Join us on Discord
- 📺 Tecmobowl Twitch
- ▶ Youtube

"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 May 13, 2013

Report post ⤴

"That is correct, 2 sections for both. The offense has altered blocking and less than 5 plays had the ballcarrier's route adjusted so they didn't run constantly into the OL"

+   Quote

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Members

⊕ **2,060**

6,332 posts

Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

Posted May 13, 2013

> ⊙ On 5/13/2013 at 1:55 PM, Knobbe said:
>
> Just out of curiosity is there anyone out there with a lot of experience playing games
> with a 4-3 defense and how it effects the game play?

do you mean experience with this specific implementation?

I don't have experience with this specific hack, but I believe that jstout *intended* it to not
change very much from the "normal"...but I think he also had to change the way (recode)
certain players blocking assignments because of the hack. so, not only are the defensive
players lined up differently, but some of the blocking routes and stuff are altered. so, it has
to make a difference.

⊞   Quote   ⬆ 2

                                        Knobbe and bruddog reacted to this   ♡

"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

💬 Reply to this topic...

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SBlueman

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TSB with both 34 and 43 defenses

By jstout, September 26, 2009 in Download Support

Rate this topic
☆☆☆☆☆

Start new topic   **Reply to this topic**

Knobbe
Tecmo Godfather
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

⬛ SITE FOUNDER

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

Posted May 13, 2013

Report post ⤷

> On 5/13/2013 at 2:36 PM, buck said:
>
> do you mean experience with this specific implementation?
>
> I don't have experience with this specific hack, but I believe that jstout *intended* it to not change very much from the "normal"...but I think he also had to change the way (recode) certain players blocking assignments because of the hack. so, not only are the defensive players lined up differently, but some of the blocking routes and stuff are altered. so, it has to make a difference.

That's essentially what I'm getting at. Thanks for the feedback.

➕ Quote   ♡

Elsewhere   ✕ ▾

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook
- Join us on Discord
- Tecmobowl Twitch
- ▶ Youtube

Lamefest

Promising Rookie

●●●

Members

⊕ 64

84 posts

Posted May 13, 2013

> **On 5/13/2013 at 12:06 AM, pambazos88 said:**
>
> I dont know if you mean "change" OF-FORMATIONS like this:
> 🔗TSB_2D-0.png
> I dont know what exactly TSBTool does when "loading" a rom and "saving" it (it sends a warning message saying somethings wrong, but it "manages" to save it anyway)
> I guess, for this Rom, it has something to do with the "extended" size.
>
> But If yow Want to change between OF-formations (Pro/ 1Rb-4Wr/ 1Rb-3Wr-1Te), you can apply the "patch"(hack) that *jstout* posted (somewhere around):
>
> At **x21642** input: **8AA66EBCD09FAA4C5096** * (this will redirect to a **NEW** TEAMS' FORMATION at x21FE0)
> so, At **x21FE0** it will be the **NEW FORMATION SETUP** for the Teams. In *BUF-ATL* order, so you will input **28** offset-bytes for each team and the **NEXT 2** for AFC/NFC (**00**=pro/ **01**=4wr / **02**=3wr-1te)
> **E.g.** if you want the Bills to have **4Wrs - 1RB**, input the value **01** at offset **x21FE0**, and so on for the rest of the teams..
>
> Then, at **x30FF8** input: **8AA66EBC709EAAC001F011C002F0134CFE8F** * (this will redirect to **x31E80**, where PLAYERS' POSITION (*WR,RB,TE*) is assigned for the NEW FORMATION)
> so, At **x31E80** it will assign the **CORRECT** position for each **NEW** FORMATION SETUP.
> Again: *BUF-ATL* order. (00=pro, 01=4wr, 02=3wr-1te)
>
> This is recommended because you dont want to see your 2nd RB (*Mueller*, for the example) shown as a RB, Now he will be shown as a **WR:**
> **So,** Yow will have to input (copy) the same **28 + 2** values you enterd before, but now at offset **x31E80.**
> **E.g.** So now input the value **01** at offset **x31E80,** (corresponding the *Bills*) and youll see:
>
> 🔗TSB_2D-2.png🔗TSB_2D-1.png

That is exactly the info I was hoping to get, spelled out in a way that I can easily understand. This site is amazing. I'm telling you, ten years ago I dreamed about being able to do this kind of stuff with Tecmo. Little did I know you guys were already starting to work on this stuff back then. I've been using TSB Tool Supreme for a few years now, but I'm just starting to get into some of this hex editing. I'm gonna try this out sometime in the next couple days, and hopefully it does the trick. Thanks a lot for the help.

➕ Quote

pambazos88
Starter
● ● ● ●

Members
⊕ 123
155 posts
Location: MX

> ⌄ **On 5/13/2013 at 2:29 PM, bruddog said:**
>
> "That is correct, 2 sections for both. The offense has altered blocking and less than 5 plays had the ballcarrier's route adjusted so they didn't run constantly into the OL"

Yes, but ¿do you know where these "**2nd sections**" ("ADJUSTMENTS" corresponding the **43-DEF**) are placed in this rom? (It seems the first OF-pointers starting at x**4410**-x4bf7 are still there, "untouched", the same goes for the DF-pointers at x**6010**-x75f9, and their "respective" COMMAND sections at x**8010** - x9F86 and x**A010** to xBFCE)

I thought the NEW "added" commands should be someway very similar to those of the original rom, but seriously I just cant find any "similar" data-blocks like those from the original "OF/DF Command sections"

➕   Quote   🤍

---

pambazos88
Starter
● ● ● ●

Members
⊕ 123
155 posts
Location: MX

> ⌄ **On 5/13/2013 at 2:36 PM, buck said:**
>
> I don't have experience with this specific hack, but I believe that jstout *intended* it to not change very much from the "normal"...but I think he also had to change the way (recode) certain players blocking assignments because of the hack. so, not only are the defensive players lined up differently, but some of the blocking routes and stuff are altered. so, it has to make a difference.

Thx. for this explanation buck. This is exactly what I was trying to express.. When you play this rom you can clearly see how some BLOCKING assignments were MODIFIED, so, I know you said youre not familiar with this hack, But, could you tell a way to find out where these "MODIFICATIONS" were set??

➕   Quote   🤍

---

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

> ⌄ **On 5/13/2013 at 8:24 PM, pambazos88 said:**
>
> Thx. for this explanation buck. This is exactly what I was trying to express.. When you play this rom you can clearly see how some BLOCKING assignments were MODIFIED,

so, I know you said youre not familiar with this hack, But, could you tell a way to find out where these "MODIFICATIONS" were set??

you'd have to ask jstout. but I asked him already in this here thread see post #27 - http://tecmobowl.org/topic/11034-tsb-with-both-34-and-43-defenses/page-2#entry95636
Edited May 13, 2013 by buck

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

| + | 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

---

pambazos88
Starter
●●●●
Members
 123
155 posts
Location: MX

Posted May 13, 2013

> On 5/13/2013 at 8:37 PM, buck said:
>
> you'd have to ask jstout. but I asked him already in this here thread see post #27 - http://tecmobowl.org/topic/11034-tsb-with-both-34-and-43-defenses/page-2#entry95636

Ha!, This are the pointers I was looking for. Thanks a lot.
I guess this is what happens when you dont read all posts from a thread... sorry

| + | Quote |

---

buck
DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●
Members
 2,060
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted May 13, 2013

> On 5/13/2013 at 8:43 PM, pambazos88 said:
>
> Ha!, This are the pointers I was looking for. Thanks a lot.
> I guess this is what happens when you dont read all posts from a thread... sorry

no problem, man! that is probably the particular post that knobbe should have been pointed to, too.

| + | Quote |

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

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

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

Posted August 11, 2014

> **On 9/29/2009 at 11:43 AM, jstout said:**
>
> That is correct, 2 sections for both. The offense has altered blocking and less than 5 plays had the ballcarrier's route adjusted so they didn't run constantly into the OL.
> If the plays are merely reordered with no design changes then nothing with the playbook needs to be copied. If there are design changes then the locations are x4010-xC00F and x44010-x4C00F. The offense is x4010-x500F and x8010-xA00F with the equivalent x44010-x4500F and x48010-x4A00F. The defense is x6010-x800F and xA010-xC00F with the equivalent x46010-x4800F and x4A010-x4C00F. Obviously you'd need to change the code in the 43 section to produce the 43 defense.
> I'm still looking if there is an easy way to patch this for any rom with no play design changes. At the moment, I can get a generic IPS that would require one copy and paste with a hex editor but nothing too hard.
> Attached is the info I used to create the 43 defense as well as the original play design. Using the included CC65 programs, a nes file gets created that is pasted into the rom. This also may be helpful to anyone that edits plays. I can help make some sense of the info if needed.

Couldn't the same sort of logic be used to add an addition year of rosters to a rom?

After expanding the rom you add name, attribute and sim data.
You then change the pointer via the menu that CXrom built. This also resets season data.

+   Quote

♥

Elsewhere   ✖ ▾

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook
- 👾 Join us on Discord
- Ⓣ Tecmobowl Twitch
- ▶ Youtube

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

Knobbe

Tecmo Godfather

Posted August 20, 2014

> On 10/11/2010 at 3:39 PM, jstout said:
>
> Patching the rom won't work right. The simplest method is with a hex editor doing below.
> First make a copy of the 28_2D rom.
> COPY from YOUR ROM: x0 to x4000F
> PASTE to COPY OF 2D ROM: x0 to x4000F and SAVE
> COPY from YOUR ROM: x3C010 to x6000F
> PASTE to COPY OF 2D ROM: x7C010 to xA000F and SAVE

Shortcut.
Do the above.
Then apply this patch
4-3patch.zip

  +   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

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BO FB Offtackle Left

Tecmo Legend
●●●●●●

Posted January 7, 2015   Report post ⬏

> On 5/13/2013 at 1:55 PM, Knobbe said:
>
> Just out of curiosity is there anyone out there with a lot of experience playing games with a 4-3 defense and how it effects the game play?

I'm still looking for more info about gameplay, specifically how the DEs act in the 4-3. When I typically translate a 4-3 defense to the 3-4 of Tecmo, I make the best DE an OLB in the tradition of Lawrence Taylor on the original, where they often have a clear lane to the QB. These are guys with a lot of sacks, so in the game the OLB position is an ideal spot. It works much better than sticking premier pass-rushers into a DE spot, where in Tecmo they are almost useless.

So my question is basically, in this new 4-3 formation, do either of the DEs have a clear lane to the QB on most plays the way the OLBs do in the 3-4?

Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Moderators

● 3,074

11,466 posts

Location: Ca

Posted January 7, 2015

Report post

Actually the 3-4 OLB's get very few sacks either man controlled or otherwise in tecmo...without any hacks... but I do the same thing as you.

Quote

BO FB Offtackle Left

Tecmo Legend

●●●●●●

Members

● 253

3,135 posts

Location: New York

Posted January 7, 2015

Report post

> **On 1/7/2015 at 9:06 AM, bruddog said:**
>
> Actually the 3-4 OLB's get very few sacks either man controlled or otherwise in tecmo...without any hacks... but I do the same thing as you.

Compared to the DL they do. Lawrence Taylor is much more effective than Bruce Smith. Kevin Greene is better than Howie Long.

I finally managed to get set up to play roms where I am, and I play-tested this a little. It's as I feared. The DEs on the 4-3 act exactly like DEs on a 3-4. I played half a game with the Giants, and it's much easier to control Kiwanuka than either Strahan or Umenyiora. The two best players on the team are effectively negated, and if you want to use a front 7 player your best option ends up being Mathias Kiwanuka. It looks pretty cool, I just think the original plays better, even if it's not really the right formation in a lot of cases.

Quote

Lamefest

Promising Rookie

●●●

Members
 ⊕ 64
84 posts

> **On 5/13/2013 at 12:06 AM, pambazos88 said:** ⤴
>
> I dont know if you mean "change" OF-FORMATIONS like this:
> TSB_2D-0.png
> I dont know what exactly TSBTool does when "loading" a rom and "saving" it (it sends a warning message saying somethings wrong, but it "manages" to save it anyway)
> I guess, for this Rom, it has something to do with the "extended" size.
> But If yow Want to change between OF-formations (Pro/ 1Rb-4Wr/ 1Rb-3Wr-1Te), you can apply the "patch"(hack) that *jstout* posted (somewhere around):
> At **x21642** input: **8AA66EBCD09FAA4C5096** * (this will redirect to a **NEW** TEAMS' FORMATION at x21FE0)
> so, At **x21FE0** it will be the **NEW FORMATION SETUP** for the Teams. In *BUF-ATL* order, so you will input **28** offset-bytes for each team and the **NEXT 2** for AFC/NFC (**00**=pro/ **01**=4wr / **02**=3wr-1te)
> **E.g.** if you want the Bills to have **4Wrs** - **1RB**, input the value **01** at offset **x21FE0**, and so on for the rest of the teams..
> Then, at **x30FF8** input: **8AA66EBC709EAAC001F011C002F0134CFE8F** * (this will redirect to **x31E80**, where PLAYERS' POSITION (*WR,RB,TE*) is assigned for the NEW FORMATION)
> so, At **x31E80** it will assign the **CORRECT** position for each **NEW** FORMATION SETUP. Again*: BUF-ATL* order. (00=pro, 01=4wr, 02=3wr-1te)
> This is recommended because you dont want to see your 2nd RB (*Mueller*, for the example) shown as a RB, Now he will be shown as a **WR:**
> **So,** Yow will have to input (copy) the same **28 + 2** values you enterd before, but now at offset **x31E80.**
> **E.g.** So now input the value **01** at offset **x31E80,** (corresponding the *Bills*) and youll see:
> TSB_2D-2.png TSB_2D-1.png

Anyone know how to apply this on the 32 team ROM? Seems like there's already something different going on in these locations in the 32.

➕   Quote   ♡

Knobbe

Tecmo Godfather

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●●●●●●●●●●●●●●●

It's sort of buried in there, here is the answer

> **On 2/8/2015 at 8:09 PM, Lamefest said:** ⤴
>
> Anyone know how to apply this on the 32 team ROM? Seems like there's already something different going on in these locations in the 32.

On 9/26/2009 at 2:40 PM, jstout said:

Yeah, I didn't want to modify any of the teams on the roms strictly for ease.

Because of the rom expansion, the location of the NFC West teams is in a different location. I haven't checked TSBTool but odds are if you copy x3F000-x4000F and paste it at x7F000-x8000F then it will fix your problems.

Edit: Verified that this will fix the NFC West after rom editing with TSBTool

➕ Quote ♡

Elsewhere ✖▾

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bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Posted September 10, 2016   Report post ⌵

The 3-4, 4-3 rom has at LEAST one bad bug where if the RB is held on to for too long on a flea flicker...the game crashes and resets.

I understand the reason for it.

➕ Quote ♡

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