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J

TSB Music Info

By jstout, May 9, 2008 in Hacking Documentation

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jstout
Tecmo Super Champion
●●●●●

J

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537 posts

Posted May 9, 2008

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Here is the music data for the NES TSB. I'm not very musical so if anyone can give me proper terms for descriptions it would be appreciated.
Music Pointer Table: x36EC0-x36F4F
Music:

```
SONG 1: x37998    SONG 2: x3A5A7    SONG 3: x37C7D    SONG 4: x3A155
SONG 5: x392D9    SONG 6: x38AAC    SONG 7: x38F53    SONG 8: x3969B
SONG 9: x37D66    SONG 10: x399F7   SONG 11: x39CF7   SONG 12: x38010
SONG 13: x38133   SONG 14: x3BF03   SONG 15: x3AAAF   SONG 16: x3ABFB
SONG 17: x3AA36   SONG 18: x3AC6A   SONG 19: x3A665   SONG 20: x3A72A
SONG 21: x3A7E3   SONG 22: x3A8D5   SONG 23: x3A9A8   SONG 24: x3ACE8
SONG 25: x3AE83   SONG 26: x3BC00   SONG 27: x3B2CD   SONG 28: x3AF2B
SONG 29: x3B34E   SONG 30: x3B8DA   SONG 31: x3B4C6   SONG 32: x3B9E2
SONG 33: x3BE15   SONG 34: x3BACA   SONG 35: x3A010   SONG 36: x3A0B9
```

Sound Effects:

```
EFFECT 37: x37211   EFFECT 38: x3723A   EFFECT 39: x3725D   EFFECT 40: x372
EFFECT 41: x372C1   EFFECT 42: x372E7   EFFECT 43: x37307   EFFECT 44: x373
EFFECT 45: x3735D   EFFECT 46: x37374   EFFECT 47: x371EB   EFFECT 48: x371
EFFECT 49: x37143   EFFECT 50: x3716A   EFFECT 51: x36FBB   EFFECT 52: x371
```

```
EFFECT 53: x36FD1   EFFECT 54: x36FE0   EFFECT 55: x37043   EFFECT 56: x370
EFFECT 57: x373CA   EFFECT 58: x373D0   EFFECT 59: x373D6   EFFECT 60: x373
```

The locations go to the info for each track where it lists the sound channel and the pointer to the music data for that channel. For those that don't know: Square = Lead Instruments, Triangle = Bass, Noise = Drums and Misc. Sounds.

Effects: 00 = Square 1, 01 = Square 2, 02 = Triangle, 03 = Noise

Music: 04 = Square 1, 05 = Square 2, 06 = Triangle, 07 = Noise

Example:

SONG 4: 04 75 A2 05 5C A4 06 52 A1 07 F2 A4 FF

SONG 4: Square 1 at $A275, Square 2 at $A45C, Triangle at $A152, Noise at $A4F2, FF

Music Data Commands:

81-C0 = Length for following Notes (81 = Very Quick to C0 = Very Long)

E0 XX = Smoothness (00-43 lower values blend notes and higher values have choppier notes)

E1 = ??

E2 XX = Decay (20-2F = Note Dies and 30-3F = Note Carries)

E3 XX = Volume (00 = High to 0F = Low)

E4 XX = Shift (80-83)

E5 XX = Pitch

E7 = ??

E8 XXXX = Repeat at Pointer

E9 XXXX = Goto Pointer

EA = Return from xE9

EB XX = Loop following (XX = Number of times to loop)

EC = End of xEB Section

ED XX = Wavering of following notes (XX = Waver value) NOTE: Pitch increase with certain test values

EF = End of xED Section

F3 = Slur following notes NOTE: Tests had decay of notes with certain conditions

F4 = End of xF3 Section

FF = End Sound Channel

Music Notes:

Order of Notes:

C C# D D# E F F# G G# A A# B for each Octave

Square and Triangle Channels:

LOW PITCH

70-7B = Octave 1

00-0B = Octave 2

10-1B = Octave 3

20-2B = Octave 4

30-3B = Octave 5

40-4B = Octave 6

50-5B = Octave 7

60-6B = Octave 8

HIGH PITCH

Noise Channel:

5F-6F = Drum Notes

Other:

0C = Rest

F0 = Drum Sample

F1 = Drum Sample

F2 = Drum Sample

F7 = READY DPCM

F8 = DOWN DPCM

F9 = HUT DPCM

FA = TOUCHDOWN DPCM

FB = Drum Sample

FC = Drum Sample

FD = Drum Sample

NOTE: Drums Samples are different

+ Quote

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members

✪ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 9, 2008

That's pretty cool.

+ 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

Vanisher

Promising Rookie

●●●

Ⓥ

Posted May 10, 2008

Nice find, jstout.

Looks like it's possible now to recompose the in-game music. But the problem is the length.

+ Quote

buck

DARRELL GREEN

●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted May 12, 2008

Report post

jstout, how tough would it be to code 'random' notes and stuff like that for a song?
Like random noise splashes and drum samples (the stuff that's already there)...just trigger random things?
I think it would be cool to have a random type song (bleeps and drums) while on-field.

➕ 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

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Founder

SITE FOUNDER

Posted May 12, 2008

Report post

Actually, that is what the pointer table is for. You just change the pointers based on the length.
If you had music source code from other games, it'd be very easy to cut and paste into TSB

> **Vanisher said:**
>
> Nice find, jstout.
> Looks like it's possible now to recompose the in-game music. But the problem is the length.

➕ Quote

♡

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- ▶️ Youtube

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

Posted February 21, 2010

I'm starting to mess with this stuff - I've got a nice hardcore-DEVO remix going on, just switching pointers around (like a pulse channel sequence driving the triangle wave).
But I want to get in and program some sequences/loops myself. But, I'm kinda stuck.

> **Quote**
>
> SONG 4: Square 1 at $A275, Square 2 at $A45C, Triangle at $A152, Noise at $A4F2, FF

how do I get to $a275 in the ROM (address) so I can change stuff, (the pointer value of Square 1, in the above quote)?
and then, what is the Music Pointer Table and how do you use it?

+ 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

Posted February 21, 2010

I figured out you take the pointer, flip it, add x10, and put a 3 in front. so for 75a2, the location is x3a285.
I've been able to go in and modify basslines and melodies...shit is tedious.
Still don't know what the Music Pointer Table is.
Been reading up on transferring NES music, looks like different games use different "sound engines" - so there would have to be some translation done, no thanks. Maybe other "Tecmo" games use the same type of music code? For now, I'm going to spend a little time trying to write some different songs (probably just one, because - like I said, it's a slow-process.)

> **buck said:**
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> > **Quote**
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>
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> and then, what is the Music Pointer Table and how do you use it?

+ Quote

TomTupa
Tecmo Legend
●●●●●●

Members
⊕ 12
2,004 posts
Location: Indiana

Posted February 22, 2010

Go Buck go! It would be cool just to have any new music in there. It would be something unique in any rom.

+ Quote

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

Members
⊕ 253
3,135 posts
Location: New York

Posted February 22, 2010

> ⌄ **Quote**
>
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I've noticed the Mega Man games sound a lot like Tecmo. Maybe they use the same engine?

+ Quote

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

Posted February 22, 2010

> ⌄ **BO FB Offtackle Left said:**

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> I've noticed the Mega Man games sound a lot like Tecmo. Maybe they use the same engine?

Funny you mention that. Ever since Jstout posted this info I've wondered if Mega Man 2 tracks could be plugged into TSB somewhere. 🙂

➕ Quote

Posted February 22, 2010

Report post

I will look into the Mega Man idea.

➕ 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

Posted February 22, 2010

Report post

I also always thought it might be cool to make charatcers from other video games players in TSB. It probably wouldn't be too hard to change the player sprites into Mega Man or Mario, though I think it's beyond me. Someone has already put the graphics from different Mario games into Mega Man I. Check it out:

Megaman in the Mushroom Kingdom

I think there are also other hacks under the related videos.

+ Quote ♡

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

Y

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

Posted February 22, 2010

I could never spend so much time hacking a game that people, maybe, will play through once. Jeebus. Cool, though. But Jeebus.

+ Quote ♡

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

Members
➕ 2,060
6,332 posts
Location: Tecmo Super Street

Posted February 22, 2010

dammit. I thought I had those pointers figured out, but some of them don't work the way I described above (flip, add x10, add the "3" in front)...any ideas?
for example 59bc, when I go to x3bc69 - it's not what I'm expecting (the wrong place).

+ Quote ♡

Tecmo Titles: Lincoln V (2015)

JobDodger
Member
●●
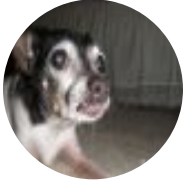
Members
● 0
10 posts
Location: Panama City, FL

Posted March 17, 2010

I have no idea how to use this hex information. Can anyone point me to some Tecmo hex editing tutorials, I have looked on the forum, but I haven't found anything. Does anyone have any hex editor recommendations? I would REALLY love to swap some of the music around.

+   Quote

"That woman who knew I had Dyslexia, I never interviewed her".
-George W. Bush, Sept. 16, 2000

TomTupa
Tecmo Legend
●●●●●●

Members
● 12
2,004 posts
Location: Indiana

Posted March 18, 2010

This reminds me. Does any of this help us get the "hut hut hut" back into the 32 team rom?

+   Quote

sigs.php?player=dajabec
Tecmo Tunes Tecmo-themed song parodies

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

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

Posted March 18, 2010

> **TomTupa said:**
>
> This reminds me. Does any of this help us get the "hut hut hut" back into the 32 team rom?

I was under the impression that the 'hut hut hut' was squeezed out of the game by CX_ROM's changes. Or, at least, I recall that being said somewhere.

+   Quote

BO FB Offtackle

Posted March 18, 2010

Left

Tecmo Legend

●●●●●○

Members

+ 253

3,135 posts

Location: New York

> I have no idea how to use this hex information. Can anyone point me to some Tecmo hex editing tutorials, I have looked on the forum, but I haven't found anything. Does anyone have any hex editor recommendations? I would REALLY love to swap some of the music around.

There's a hex editor here. You should download all this stuff anyway, lots of good things here. I think the hex editor comes with a how-to:

viewtopic.php?f=5&t=5320

+ Quote ♥

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

---

cxrom

Veteran

●●●●

Members

+ 19

373 posts

Location: Phoenix, AZ

Posted March 18, 2010   Report post ⌁

> TomTupa said:
>
> This reminds me. Does any of this help us get the "hut hut hut" back into the 32 team rom?

Nope. Those qb soundfx are DMC samples, and not created by the sound driver (other then telling the hardware to play them). The starting address for DMC samples has to be located in the fixed bank ($C000- $FFFF).

+ Quote ♥

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

+ 3,244

17,597 posts

Tecmo Titles: 1

Posted March 18, 2010   Report post ⌁

Can you further explain how the pointers relate to the music? I'm not really grasping this.

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>
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> Music:

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SONG 5: x392D9    SONG 6: x38AAC    SONG 7: x38F53    SONG 8: x3969B
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```
SONG 9: x37D66    SONG 10: x399F7    SONG 11: x39CF7    SONG 12: x38010
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SONG 21: x3A7E3   SONG 22: x3A8D5    SONG 23: x3A9A8    SONG 24: x3ACE8
SONG 25: x3AE83   SONG 26: x3BC00    SONG 27: x3B2CD    SONG 28: x3AF2B
SONG 29: x3B34E   SONG 30: x3B8DA    SONG 31: x3B4C6    SONG 32: x3B9E2
SONG 33: x3BE15   SONG 34: x3BACA    SONG 35: x3A010    SONG 36: x3A0B9
```

Sound Effects:

```
EFFECT 37: x37211    EFFECT 38: x3723A    EFFECT 39: x3725D    EFFECT 40:
EFFECT 41: x372C1    EFFECT 42: x372E7    EFFECT 43: x37307    EFFECT 44:
EFFECT 45: x3735D    EFFECT 46: x37374    EFFECT 47: x371EB    EFFECT 48:
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EFFECT 53: x36FD1    EFFECT 54: x36FE0    EFFECT 55: x37043    EFFECT 56:
EFFECT 57: x373CA    EFFECT 58: x373D0    EFFECT 59: x373D6    EFFECT 60:
```

The locations go to the info for each track where it lists the sound channel and the pointer to the music data for that channel. For those that don't know: Square = Lead Instruments, Triangle = Bass, Noise = Drums and Misc. Sounds.
Effects: 00 = Square 1, 01 = Square 2, 02 = Triangle, 03 = Noise
Music: 04 = Square 1, 05 = Square 2, 06 = Triangle, 07 = Noise
Example:
SONG 4: 04 75 A2 05 5C A4 06 52 A1 07 F2 A4 FF
SONG 4: Square 1 at $A275, Square 2 at $A45C, Triangle at $A152, Noise at $A4F2, FF
Music Data Commands:
81-C0 = Length for following Notes (81 = Very Quick to C0 = Very Long)
E0 XX = Smoothness (00-43 lower values blend notes and higher values have choppier notes)
E1 = ??
E2 XX = Decay (20-2F = Note Dies and 30-3F = Note Carries)
E3 XX = Volume (00 = High to 0F = Low)
E4 XX = Shift (80-83)
E5 XX = Pitch
E7 = ??
E8 XXXX = Repeat at Pointer
E9 XXXX = Goto Pointer
EA = Return from xE9
EB XX = Loop following (XX = Number of times to loop)
EC = End of xEB Section
ED XX = Wavering of following notes (XX = Waver value) NOTE: Pitch increase with certain test values

EF = End of xED Section

F3 = Slur following notes NOTE: Tests had decay of notes with certain conditions

F4 = End of xF3 Section

FF = End Sound Channel

Music Notes:

Order of Notes:

C C# D D# E F F# G G# A A# B for each Octave

Square and Triangle Channels:

LOW PITCH

70-7B = Octave 1

00-0B = Octave 2

10-1B = Octave 3

20-2B = Octave 4

30-3B = Octave 5

40-4B = Octave 6

50-5B = Octave 7

60-6B = Octave 8

HIGH PITCH

Noise Channel:

5F-6F = Drum Notes

Other:

0C = Rest

F0 = Drum Sample

F1 = Drum Sample

F2 = Drum Sample

F7 = READY DPCM

F8 = DOWN DPCM

F9 = HUT DPCM

FA = TOUCHDOWN DPCM

FB = Drum Sample

FC = Drum Sample

FD = Drum Sample

NOTE: Drums Samples are different

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ **92**
537 posts

Posted April 30, 2010

Here is a simple test song for those having problems (the commas in the hex below are just to help those see some breakup of the parts and notes). I'll find my notes and answer some of the questions in this thread soon.

POP GOES THE WEASEL: (Put at x3A155 and play sound 4 on the sound test screen)

$A145: (SET SONG DATA POINTERS)

04 52A1, 05 90A1, 06 20A2, 07 20A2, FF

$A152: (SET SQUARE 1 VARIABLES)

E2 30, E3 01, E0 1E

$A158: (SQUARE 1 MUSIC)

E9 77A1, 8E 20, 88 20, 8E 22, 88 22, 92 24, 92 20, E9 77A1, 92 29, 8E 22, 88 25, 92 24, 92 20, E8 58A1

$A177: (COMMON MELODY)

8E 20, 88 20, 8E 22, 88 22, 88 24 27 24, 92 20, EA

$A186: (FILLER)

FF FF FF FF FF FF FF FF FF FF

$A190: (SET SQUARE 2 VARIABLES)

E2 30, E3 01, E0 1E

$A196: (SQUARE 2 MUSIC)

E9 F8A1, E9 FFA1, EB 03, E9 F8A1, EC, E9 FFA1, EB 03, E9 F8A1, EC, E9 FFA1, EB 02, E9 F8A1, EC, 88 F3 10 15 19, F4, E9 FFA1, EB 02, E9 F8A1, EC, E9 06A2, E9 12A2, EB 02, E9 06A2, EC, E9 12A2, EB 03, E9 06A2, EC, E9 12A2, EB 02, E9 06A2, EC, 88 10, 84 F3 15 19, F4, F3 15 19, F4, E9 12A2, EB 02, E9 06A2, EC, E8 96A1

$A1F8: (COMMON MELODY)

88 F3 10 14 17, F4, EA

$A1FF: (COMMON MELODY)

88 F3 0B 15 17, F4, EA

$A206: (COMMON MELODY)

88 10, 84 F3 14 17, F4, F3 14 17, F4, EA

$A212: (COMMON MELODY)

88 0B, 84 F3 15 17, F4, F3 15 17, F4, EA

$A21E: (FILLER)

FF FF

$A220: (SET TRIANGLE AND NOISE VARIABLES)

E2 30, E3 0F, E0 1E

$A226: (TRIANGLE AND NOISE MUSIC)

88 00, E8 26A2

➕ Quote

buck

DARRELL GREEN

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted April 30, 2010

Jstout, how did you keep all the timing ("lengths" x81-C0) in order? My problem is keeping all the channels working together and staying in time (with length). I know how it works, but it's hard for me to "visualize".

+ 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

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted April 30, 2010

I'm glad you guys are refreshing your knowledge of this stuff. I haven't read up on any sound data yet.

There are several sound effects that would benefit being changed in TSB, which also drive me crazy. Changed, in that they need to be altered so that either the sound itself is executed later, or to give it a 'pause' of some sort at the beginning of the sound string, so that the effect that follows is better synced with the action onscreen. I'll get to more specific examples when I arrive at that point in this season's ROM creation(s). Maybe the easiest way for some of them is to be removed altogether, but I have faith that the TSB Savants will have an idea or two up their sleeves.

One of these sound effects, as a single example, is when the cut screen of the WR making the falling backwards grab (not diving) is played. That sound effect always fires up too early on the non-cinema screen, which totally gives away the result (complete or incomplete) when the cinema screen happens. There are a few of these sound errors.

+ Quote

---

jstout

Tecmo Super Champion

●●●●●

Posted April 30, 2010

> **buck said:**
>
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The sound lengths match to:
A5 = Quadruple Whole Note

9E = Double Whole Note
96 = Whole Note
8E = Half Note
88 = Quarter Note
84 = Eighth Note
82 = Sixteenth Note
81 = Thirty-second Note
I'm not musical so if there are inbetween notes then let me know and I can see if anything that will match up exactly.

+ Quote

Posted April 30, 2010   Report post

> **jstout said:**
>
>> **buck said:**
>>
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awesome! thanks jstout!

any "inbetween" timing intervals would be to add "shuffle" or "swing".

+ Quote

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TSB Music Info

By jstout, May 9, 2008 in Hacking Documentation

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jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted April 30, 2010

Report post ⌕

> **buck said:**
>
> awesome! thanks jstout!
> any "inbetween" timing intervals would be to add "shuffle" or "swing".

Interesting, never heard of that. If the notes are too fast then maybe 81 is a Sixty-fourth Note and you'll just need to bump the label tags up one. Someone with musical talent will likely know once they hear the length themselves.

➕ Quote   ♡

JohnnyLaRue
Veteran
●●●●

Members
⊕ 1
347 posts
Location: Holland

Posted April 30, 2010

Report post ⌕

How do I know what sound or effect matches up with what? Just guess?
Also lets say I have a nsf file that I want to put in the game. Can I do this? Yes I know each game is different and it is not as simple as just putting it in. I just thought that I could break down the nsf file to get some data that can be used in the game.

➕ Quote   ♡

JohnnyLaRue

Veteran

●●●●

Members

● 1

347 posts

Location: Holland

Posted May 2, 2010

I figured out the sounds from the sound sample trick. I tried to insert one sound for another but no luck. I even tried to change the hex numbers from square to triangle and still not working.

➕ Quote 🤍

---

jstout

Tecmo Super Champion

●●●●●

J

Members

● 92

537 posts

Posted May 2, 2010

> ⌄ **Rod Woodson said:**
>
> Can you further explain how the pointers relate to the music? I'm not really grasping this.

Sound Test Song/Effect Table: x346D1-x3470C (In order of sound 1 to 60)

To get the Song/Effect in the Music Pointer Table (x36EC0-x36F4F), multiple the Song/Effect by 2 then add the music pointer table start address (x36EC0).

The location and pointers are:

Song/Effect x00-x1F = located in x36010-x3800F ($8000-$9FFF)

Song/Effect x20-x3C = located in x3A010-x3C00F ($A000-$BFFF)

Song/Effect x3D-x47 = located in x38010-x3A00F ($A000-$BFFF)

Examples:

Song 4 = x3C

x3C*2 = x78

x78+x36EC0 = x36F38

In the rom x36F38 = $A145

$A145 = x3A155

Song 5 = x3D

x3D*2 = x7A

x7A+x36EC0 = x36F3A

In the rom x36F3A = $B2C9

$B2C9 = x392D9

For the song data pointers it will be located as above (pointers will add x10 for the header).

Examples:

Song 4 - x3A155

04 $A275 05 $A45C 06 $A152 07 $A4F2 FF

SQUARE 1 = x3A285, SQUARE 2 = x3A46C, TRIANGLE = x3A162, NOISE = x3A502

Song 5 - x392D9

04 $B3A4 05 $B46B 06 $B2D6 07 $B57F FF

SQUARE 1 = x393B4, SQUARE 2 = x3947B, TRIANGLE = x392E6, NOISE = x3958F

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Down with button mashing

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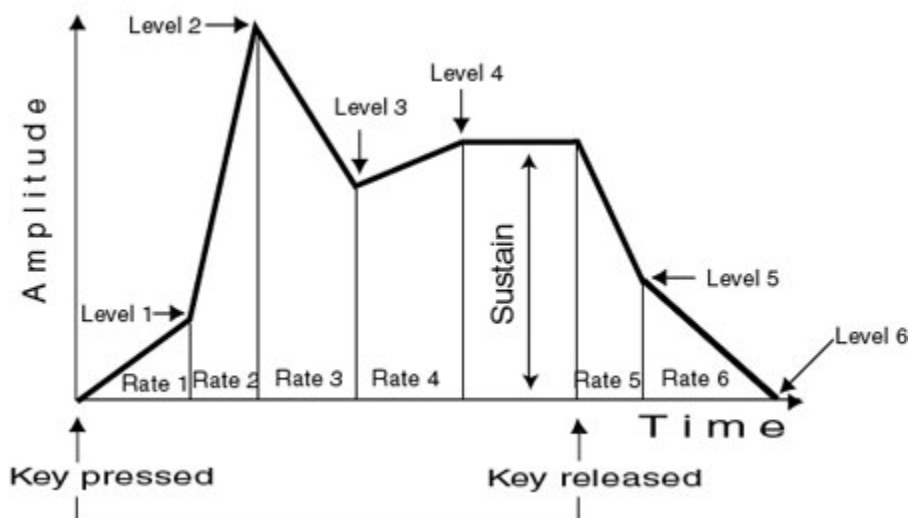The E0 command is really like an instrument envelope setting... though smoothness is a somewhat accurate setting.

The **XX** in the E0 XX command is an index into a pointer table. The pointers point to volume envelope data. This controls the envelope through the sustain phase.

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