



Nesticle Save State Format

By Knobbe, December 19, 2006 in Hacking Documentation

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Tecmo Godfather



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This is something that should be here but for whatever reason it's not. Does someone have the documentation on how this thing is laid out?

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

edisaurusrex

Moderator



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I got all the stat information Rod, but nothing on injuries and conditions.

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Knobbe

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could you post any relevant info...i used to have it i think but can't find it....and i don't feel like re-inventing the wheel if i don't need to



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

jstout

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The Nesticle info for injuries and conditions in the save state (STA) comes from the RAM section of the game (x6000 to x7FFF during play).

x873 to x87D are the injuries and conditions for Buffalo.

x873 to x875 are the injuries. The numbers are broken down into bits where a 00 = Healthy and 11 = Injured. The first hex is QB1, QB2, RB1, RB2. The second hex is RB3, RB4, WR1, WR2. And the third hex is WR3, WR4, TE1, TE2.


x876 to x87D are the conditions. The numbers are again broken down into bits where 00 = Bad, 01 = Average, 10 = Good, and 11 = Excellent. Order goes QB1, QB2, RB1, RB2 // RB3, RB4, WR1, WR2 // WR3, WR4, TE1, TE2 // C, LG, RG, LT // RT, RE, NT, LE // ROLB, RILB, LILB, LOLB // RCB, LCB, FS, SS // K, P

Locations:

Home Team: x500

Away Team: x605

BUF = x873
IND = x943
MIA = xA13
NE = xAE3
JETS = xBB3
CIN = xC83
CLE = xD53
HOU = xE23
PIT = xEF3
DEN = x1027
KC = x1197
RAI = x1267
SD = x1337
SEA = x1407
WAS = x14D7
GIA = x15A7
PHI = x1677
PHX = x1747
DAL = x1817
CHI = x18E7
DET = x19B7
GB = x1A87
MIN = x1B57
TB = x1C27
SF = x1CF7
RAMS = x1DC7
NO = x1E97
ATL = x1F67

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jstout

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The Nesticle Save State Format Documentation from Goroh lists:


```
x0000 (x2000) Extend RAM Dump
x2000 (x0800) Static RAM Dump
x2800 (x0002) Current reg PC
x2802 (x0001) Current reg A
x2803 (x0001) Current reg S
SO-BDIZC
|||||||+ Carry flag
|||||||+- Zero flag
```

```
|||||+-- Interrupt flag
||||+--- Decimal mode flag
|||+---- BRK flag
||+----- 0
|+----- Overflow flag
+----- Sign flag
x2804 (x0001) Current reg X
x2805 (x0001) Current reg Y
x2806 (x0001) Current reg SP
x2807 (x0100) Sprite Setting (unknown fill #00)
x2907 (x4000) PPU-RAM Dump
    x0000 Pattern Table Dump (if chr-bank size=0, else fill #00)
    x2000 NameTable & Attribute Dump
x5907 (x00c9) Other Setting
    x0077 Current H,V setting 0:H 1:V
```

This is only helpful to find info but you actually have to understand what these things are.

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