



NESTOPIA SAVE STATE LOCATIONS AND INFO

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By bruddog, December 3, 2010 in Hacking Documentation

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bruddog

Posted December 3, 2010

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Down with button mashing



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11,466 posts

Location: Ca

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Knobbe

Posted December 3, 2010

Report post

Tecmo Godfather



That's quite comprehensive - added!



Founder



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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 March 24, 2011

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Bump for new info

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bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted July 6, 2012

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bump because i'm whining about turbo today

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AIM = bgboud2

 sigs.php?player=bgboud2



bgboud2

Tecmo Legend



Posted July 6, 2012

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Ok so since I was analyzing a file today here's a dummies guide

Team 1

position location

QB/DL1 = 3F4

RB1/DL2 = 414

RB2/DL3 = 434

WR1/LB1 = 454

2.0

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3,579 posts

Location: Irving, TX

WR2/LB2 = 474

TE/LB3 = 494

OL1/LB4 = 4B4

OL2/DB1 = 4D4

OL3/DB2 = 4F4

OL4/DB3 = 514

OL5/DB4 = 534

Team 2

QB/DL1 = 554

RB1/DL2 = 574

RB2/DL3 = 594

WR1/LB1 = 5B4

WR2/LB2 = 5D4

TE/LB3 = 5F4

OL1/LB4 = 614

OL2/DB1 = 634

OL3/DB2 = 654

OL4/DB3 = 674

OL4/DB4 = 694

Was looking at a file where I lost the grapple. I slowed down the vid to lowest setting and saved 6 states for the grapple with the location shown (opponent was wr1, i was db4)

454 694

02 02

04 04

06 06

09 09

0D 0C

0D 01

If I load up state 6 it's at the point where it looks like I'm already tossed.

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AIM = bgboud2

sigs.php?player=bgboud2



taddeimania

Promising Rookie



Posted July 22, 2012 (edited)

Report post

any idea where one might find the current week in the blue screen save state?

I've been using different weekly save states to try to find memory locations that hold the known week value but i haven't found any solid places.

edit: found a way around not being able to find the game week in the save state. Any info would still be appreciated - but not as urgent 😊

Edited July 22, 2012 by taddeimania

Members

+ 12

87 posts

Location: Des Moines, IA

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<http://www.tecmofantasybowl.com> - almost done... keep up to date at...

<http://blog.tecmofantasybowl.com>



Knobbe

Tecmo Godfather



Founder



+ 3,244

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Founder of T-Borg

Posted July 23, 2012

Report post

On 7/22/2012 at 11:26 AM, taddeimania said:

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Why are you interested in this info?

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

taddeimania

Promising Rookie



Members

+ 12

87 posts

Location: Des Moines, IA

Posted July 23, 2012

Report post

for my stat extractor i'm working on (<http://www.github.com/taddeimania/statparse>)
My workaround was that my app (tecmo fantasy bowl) is aware of what week it is and if i try to load game X outside of the week it's supposed to be it will throw a fit. I'd like for my extractor to work independently of this information so other folks can use it for whatever they need.

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 23, 2012

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Hmm it might not be in simple decimal format and might not exist at all. The games might just keep track of what game is up next...

Best bet is to save a state right before the end of the week and then right at the beginning and look for changed locations.

It's a painful time consuming process

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taddeimania

Promising Rookie



Members

+ 12

87 posts

Location: Des Moines, IA

Posted July 23, 2012

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✓ On 7/23/2012 at 5:52 PM, bruddog said:

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It's a painful time consuming process

heh that's how i spent most of last night. I saved a few games from week 1, week 2, week 3, week 15, and 17... copied all of their locations of the "week" as an unsigned byte and text (both unicode and ascii) to a spreadsheet and deleted any locations that weren't spread across all save states.

I don't think it's not in there because jstout's extractor gives you the week after the position id. Like I said - i'll leave it as a todo and let someone open a pull request if they want to fix it. Right now it's integrated into TFB and it's working like a dream 😊

+ Quote



bruddog

Down with button mashing

Posted July 23, 2012

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I thought jstouts extractor was pulling the week Id from the rom file name.



So leagues included the week number with weekly rom releases. I could be wrong though



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Location: Ca

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taddeimania

Promising Rookie



Members

+ 12

87 posts

Location: Des Moines, IA

Posted July 23, 2012 (edited)

Report post

On 7/23/2012 at 6:46 PM, bruddog said:

I thought jstouts extractor was pulling the week Id from the rom file name.
So leagues included the week number with weekly rom releases. I could be wrong though

hrm you may be on to something, i never took a real close look to the first slot after the posid but with a save state named okoyenu.nts.nst it put a 0 there. guess you're right. Oh well - guess i'll have to give up on the week bit for this extractor.

btw thanks for all the help bru, if it weren't for your java app i wouldn't be anywhere close to where I ended up.

and by help i mean reverse engineering i did 😊

Edited July 23, 2012 by taddeimania

+ Quote



<http://www.tecmofantasybowl.com> - almost done... keep up to date at...

<http://blog.tecmofantasybowl.com>



bruddog

Down with button mashing



Moderators

Posted November 6, 2015

Report post

the current week is stored at 0x19E7 in the state file in nestopia.

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