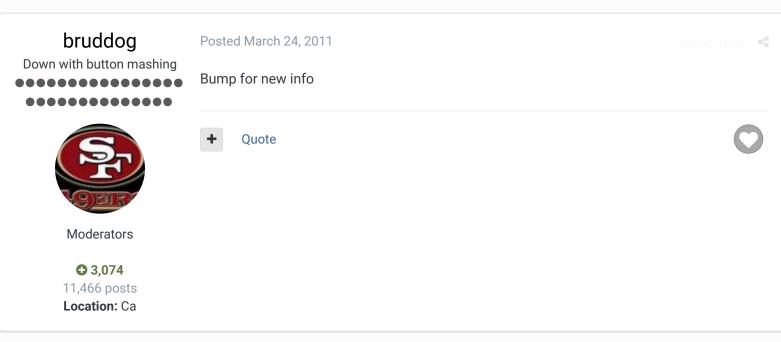
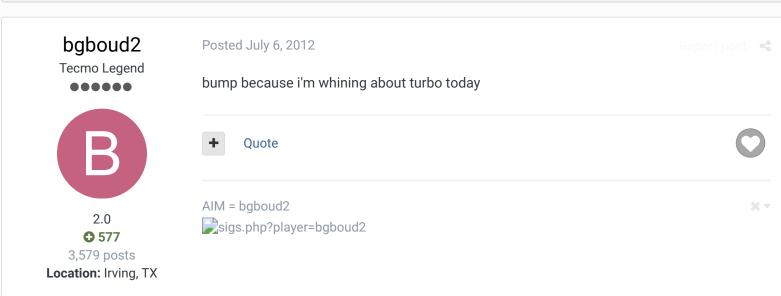


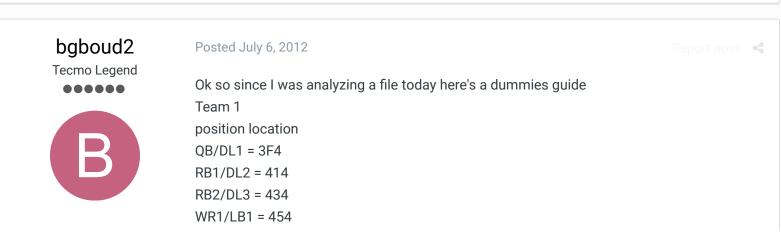


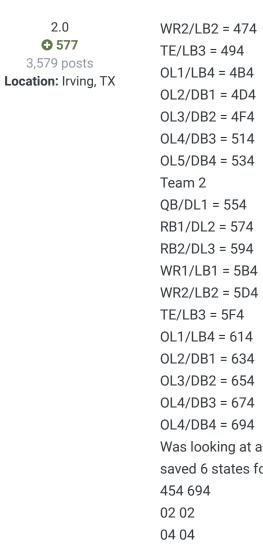
- Join us on Discord
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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips









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)

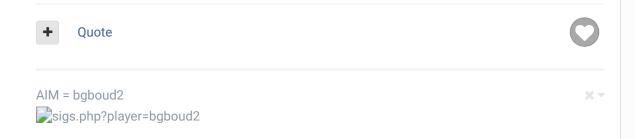
06 06

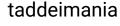
09 09

0D 0C

0D 01

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





Posted July 22, 2012 (edited)

Report post

Promising Rookie



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



Location: Des Moines, IA

Quote



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



Tecmo Godfather





Founder



3,244 17,597 posts

Tecmo Titles: 1 Founder of T-Borg Posted July 23, 2012

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

info would still be appreciated - but not as urgent $\mathop{\hbox{$.\,$}}{\bigcirc}$

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Why are you interested in this info?

Quote



Elsewhere



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- TecmoSuperBowl Facebook
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- Tecmobowl Twitch
- Youtube

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

taddeimania

Promising Rookie





Members **O** 12

87 posts Location: Des Moines, IA Posted July 23, 2012



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.



Quote



bruddog

Down with button mashing





Moderators

3,07411,466 posts **Location:** Ca

Posted July 23, 2012

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



Quote



taddeimania

Promising Rookie



Members 12

87 posts **Location:** Des Moines, IA

Posted July 23, 2012

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It's a painful time consuming process

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

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 \bigcirc



Quote



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

Χ×

bruddog

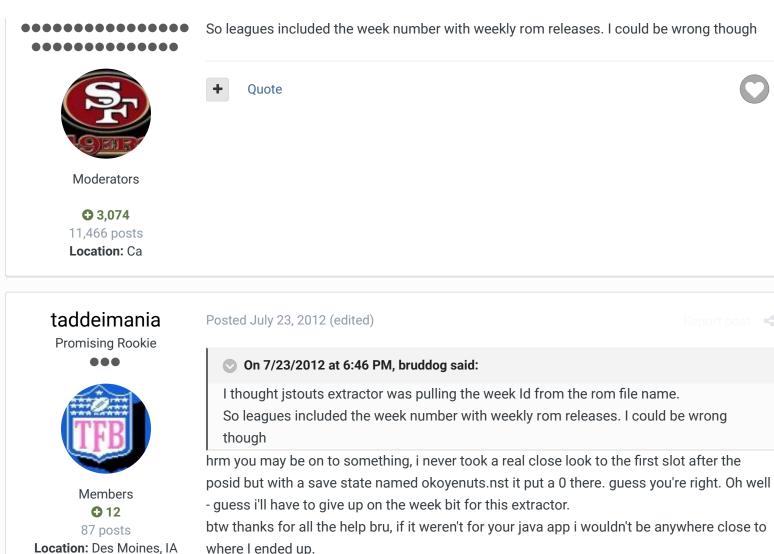
Down with button mashing

Posted July 23, 2012

Report post



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



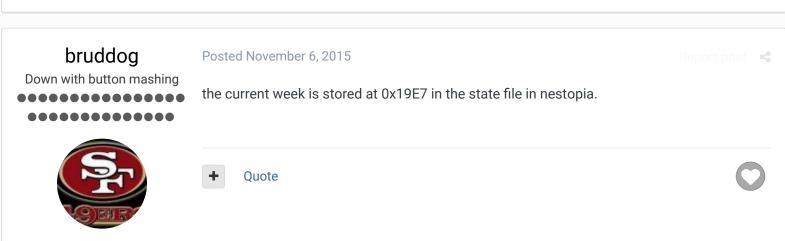
where I ended up. and by help i mean reverse engineering i did 🤤 Edited July 23, 2012 by taddeimania



Moderators

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







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SBlueman

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