



## changing formations

By bgiadam, July 13, 2003 in [Hacking Documentation](#)

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**bgiadam**

Starter



Members

[+2](#)

149 posts

Location: Winnipeg,Manitoba

Posted July 13, 2003

[Report post](#)

Does any one know how to change formation like Houston to double back or buffalo to one back so it like

qb

rb

wr

wr

wr

te

[Quote](#)**jstout**

Tecmo Super Champion



Posted March 24, 2004

[Report post](#)

Well this could be a big discovery, I figured out how to modify the teams formation but if I change Houston to a 2-Back set Givins is still a WR so obviously there is more to find.

Anyway I came across this:

\$9632:A0 02 LDY #S02



Members

+ 92

537 posts

\$9634:A5 6E LDA \$6E  
 \$9636:C9 0C CMP #\$0C  
 \$9638:F0 16 BEQ \$9650  
 \$963A:C9 0E CMP #\$0E  
 \$963C:F0 12 BEQ \$9650  
 \$963E:C9 11 CMP #\$11  
 \$9640:F0 0E BEQ \$9650  
 \$9642:88 DEY  
 \$9643:C9 07 CMP #\$07  
 \$9645:F0 09 BEQ \$9650  
 \$9647:C9 14 CMP #\$14  
 \$9649:F0 05 BEQ \$9650  
 \$964B:C9 1B CMP #\$1B  
 \$964D:F0 01 BEQ \$9650  
 \$964F:88 DEY  
 \$9650:84 8F STY \$8F

This is x21642 to x21661 in the rom. I have already figured out that a 2 Back Set was 00, Run&Shoot was 01, and 3-Wides was 02. Buffalo was team 00 and Atlanta was team 1B (1C and 1D are the Pro Bowl teams).

So hopefully this comes out making sense. A0 02 loads 02 meaning 3-Wides, A5 6E loads the team #. Then this next part is what does the team formations.

C9 0C F0 16 says compare the team # to 0C (San Diego) if true move 16 spots down to \$9650 (84 8F is the command that loads the Offensive Starters Page and Data). If not then press on to the next line. Same deal 0E is Washington and 11 is Phoenix.

88 takes the 02 from above and decreases to 01 meaning Run&Shoot. Same thing as the previous paragraph. 07 is Houston, 14 is Detroit, and 1B is Atlanta.

Then is decreases 01 to 00 meaning 2 Backs. And then just loads the page.

So for those confused, by changing the hex after the C9s it will change which team gets the formation. For the previous post, at x21652 enter C9 00 F0 0A 88. This will place Buffalo as a 3-Wide set and make Houston a 2 Back.

If this needs a better much description then ask.

+ Quote



bruddog

Down with button mashing



Moderators

Posted March 24, 2004

Report post

This is good news and bad news. Since each team isn't hard coded you are somewhat limited in how you change the formations.

+ Quote



+ 3,074

11,466 posts

Location: Ca

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 24, 2004

Report post

bruddog said:

This is good news and bad news. Since each team isn't hard coded you are somewhat limited in how you change the formations.

Very true.

A few days ago I found the locations in the rom that changed each types Player Names Location, Cursor Location, Injury Marker Location, Formation Graphic, and the Position Labels. It is very messy to change this way. But if you wanted every 2-Back set to be a Run&Shoot that can be done through this method. I can find those spots in my notes again if you need or wanted that.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,594 posts

Tecmo Titles: 1  
Founder of T-Borg

Posted March 25, 2004

Report post

Does this change the image at the top? If not ->  
<http://www.tecmobowl.org/forum/viewtopic.php?t=863>

+ Quote



Elsewhere

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- [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

jstout

Tecmo Super Champion



Posted March 25, 2004

Report post



Members  
+ 92  
537 posts

✓ **Rod Woodson said:**  
Does this change the image at the top? If not ->  
<http://www.tecmobowl.org/forum/viewtopic.php?t=863>

Yes, the image at the top changes. The only thing that doesn't change is the players position on their data screen. I'm assuming it loads the players when you enter the team so it makes sense. Here are two images to show what appears:



For the rom I'm working on I'm attempting to convert the Run&Shoot to a 2-TE set like Indianapolis (Clark and Pollard), Tennessee (Kinney and Wycheck), and Philadelphia (Smith and Lewis) have been running at times.

+ Quote



GRG

Veteran  
●●●●



Members  
+ 40  
394 posts  
Location: MN

Posted March 29, 2004

Report post

✓ **jstout said:**  
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Please post

+ Quote



jstout

Tecmo Super Champion  
●●●●



Members  
+ 92  
537 posts

Posted March 29, 2004

Report post

Wow, ok. I warned you that its messy.

All Labels in the codes are for a 2-Back set for easy clarity.

Formation Labeling:

2-Backs: x1F142 to x1F143

Run&Shoot: x1F14F to x1F150

3-Wides: x1F15C to x1F15D

And during game time

2-Backs: x1F169 to x1F16A

Run&Shoot: x1F167 to x1F168

3-Wides: x1F183 to x1F184

22 47=2-Backs, 02 54=Run&Shoot, 02 58=3-Wides

Name Positioning:

2-Backs: x21EB5 to x21ED0

Run&Shoot: x21ED1 to x21EEC

3-Wides: x21EED to x21F08

Names are placed as the following.

QB 85 21 QB 94 21

A5 21 B4 21

RB C5 21 D4 21

E5 21 RB F4 21

Ø5 22 14 22

WR 25 22 34 22

45 22 54 22

65 22 74 22

TE 85 22 WR 94 22

A5 22 B4 22

C5 22 D4 22

E5 22 F4 22

KR 05 23 14 23

25 23 TE 34 23

PR 45 23 54 23

Formation Graphics:

2-Backs: x21F09 to x21F14

Run&Shoot: x21F15 to x21F20

3-Wides: x21F21 to x21F2C

Rod pointed out a post that describes changing this.

Injury Marking:

2-Backs: x21F2D to x21F48

Run&Shoot: x21F49 to x21F64

3-Wides: x21F65 to x21F80

Marker is placed as the following:

QB 60 20 QB 60 98

68 20 68 98

RB 70 20 70 98

78 20 RB 78 98

80 20 80 98

WR 88 20 88 98

90 20 90 98

98 20 98 98

TE A0 20 WR A0 98

A8 20 A8 98

B0 20 B0 98

B8 20 B8 98

KR C0 20 C0 98

C8 20 TE C8 98

PR D0 20 D0 98

Offensive Starter Cursor (The cursor movement has nothing to do where the players name is, yuck):

2-Backs: x23A4C to x23A58

Run&Shoot: x23A59 to x23A65

3-Wides: x23A66 to x23A72

QB 60

68

RB 70

78

80

WR 88

90

98

TE A0

A8

B0

B8

KR C0

C8

PR D0

Offensive Backup Cursor:

(All QBs are the same using one code which is immediately before the 2-Backs)

2-Backs: x23A7D to x23A85

Run&Shoot: x23A86 to x23A8E



3-Wides: x23A8F to x23A97

RB 78

80

88

90

98

WR A0

A8

B0

B8

C0

TE C8

KR and PR select starter cursor:

2-Backs: x23A98 to x23AA0

3-Wides: x23AA1 to x23AA9

Run&Shoot: x23AAA to x23AB2

RB 70

78

80

WR 88

90

98

TE A0

Game Change starter cursor:

2-Backs: x23AB3 to x23ABE

Run&Shoot: x23ABF to x23ACA

3-Wides: x23ACB to x23AD6

QB 60

68

RB 70

78

80

WR 88

90

98

TE A0

A8

B0

B8

KR C0

C8

PR D0

Data Screen Position Labels:


2-Backs: x3104B to x31054

Run&Shoot: x31055 to x3105E

3-Wides: x3105F to x31068

01=RB, 02=WR, 03=TE

Well that should cover everything you asked for

 [Quote](#)



**Carther**

Starter



Members

 45

182 posts

**Location:** Saginaw, Michigan

Posted March 29, 2004

[Report post](#) 

In case anyone wants to make every team have a two back set, this can be done by simply changing the team codes to FF.

For example:

Where it says C9 OC FO 16 with the (OC meaning San Diego)

Simply change it to C9 FF FO 16

If you do that for San Diego, Washington, Phoenix, Houston, Detroit and Atlanta then all of the teams will have a two back set. This is very helpful when doing an older season.

It seems that there is a limit of 3 three wide receiver teams and 3 run and shoot teams.

(does everyone agree on this?)

jstout: If you are trying to make more plays for a two tight end set all 1 setback plays can easily be converted, by changing the formation code for the plays. If you want help I can send you a list of about 20 - 30 plays that can be converted and still work properly.

+ Quote



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 29, 2004

Report post

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For example:

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It seems that there is a limit of 3 three wide receiver teams and 3 run and shoot teams. (does everyone agree on this?)

Yes, you could do that if you wanted to do that, 1E-FF would produce that affect. But there isn't a 3 and 3 limit but instead any combo of 6. For example, you could do 1 Run&Shoot and 5 3-Wides and then the rest 2-Backs. Or you could do 2 2-Backs and 4 Run&Shoots with the rest 3-Wides.

Carther: Let me think about it some. Everything I was doing will be done this week. Then I was gonna look into really messing with plays and such. Currently, I only have plans for a few new plays and I have been using Run&Shoot sets for those 2 TE teams. The new formation set was annoying me so I'm likely gonna put them as 3-Wides with one WR a TE. I was looking forward to your older rom when it comes out. I'm a football fanatic and actually have read a couple of books on college formations from the 50s. So I got some knowledge of the Notre Dame T and TCU Spread.

+ Quote



Carther

Starter



Posted March 29, 2004

Report post

Thanks for the information it is very helpful when trying to make older season.



Members

+ 45

182 posts

Location: Saginaw, Michigan

If you have any ideas about how to edit the playoff schedule it would be very much appreciated. I want to be able to schedule something like this.

1st Round

WC1 vs WC1

Div3 vs. Div3

Thus eliminating WC2 and WC3 from the playoffs.

Now that the 1968 season rom is done, I am working on 1979. I love that season TB almost made the super bowl.

+ Quote



"It has come to my attention that a mustache is part of a black man's heritage, the rest of you have no heritage so shave them off!" Bo Schembechler

cres

Starter



Members

0

196 posts

Posted April 1, 2004

Report post

So if I make the changes in the pointers to make all teams become listed in the 2 RB formation, Givins on the Oilers will be inserted as the second running back....got that. Will he remain listed as a WR or will his profile now list him as a RB?

+ Quote



banner.gif

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted April 1, 2004

Report post

✓ cres said:

So if I make the changes in the pointers to make all teams become listed in the 2 RB formation, Givins on the Oilers will be inserted as the second running back....got that. Will he remain listed as a WR or will his profile now list him as a RB?

His profile still lists him as a WR.

"Data Screen Position Labels:

2-Backs: x3104B to x31054

Run&Shoot: x31055 to x3105E

3-Wides: x3105F to x31068

01=RB, 02=WR, 03=TE" is the section that holds the players profile position. From what I've seen its loaded at a different point of time from this area. I believe once I actually saw the players getting loaded in ASM one by one when the team's page was loaded but I wasn't looking for anything close to this at the time.

I wanted to finish all major changes on my rom before looking into something so trivial but you never know when I will just stumble upon it. Currently I've got just the sim code for the backup RBs and about 6 play changes to do so I should be getting to look for this soon.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted April 13, 2004

Report post

Here is the adjustment for the player position on the data screen that I didn't have before. It is located at x30FF8 to x3101F and is a similiar deal to the formation change.

The ASM code:

```
$8FE8:A5 6E LDA $6E
$8FEA:C9 07 CMP #$07
$8FEC:F0 16 BEQ $9004
$8FEE:C9 14 CMP #$14
$8FF0:F0 12 BEQ $9004
$8FF2:C9 1B CMP #$1B
$8FF4:F0 0E BEQ $9004
$8FF6:C9 0E CMP #$0E
$8FF8:F0 10 BEQ $900A
$8FFA:C9 11 CMP #$11
$8FFC:F0 0C BEQ $900A
$8FFE:BD 39 90 LDA $9039,X
$9001:4C 18 90 JMP $9018
$9004:BD 43 90 LDA $9043,X
$9007:4C 18 90 JMP $9018
$900A:BD 4D 90 LDA $904D,X
$900D:4C 18 90 JMP $9018
```

Ok, it loads the team # from 6E. Just like with the formation change, C9 07 F0 16 compares the # to 07 (Houston) if true move down 16 spots to \$9004 (BD 43 90 loads the positions then uses 4C 18 90 to jump back into the game code). If not then press on to the next line. Same deal for all the other teams. If none compare than \$8FFE will load the 2-Backs positions and jump back into the game code.

So to change the the positions on the data screen for the team you will need to change the team # in the comparisons. Also you can adjust which location to jump down to so a different set would be used.

-----  
Anyway, I realized this later and I haven't tried this myself. If someone wants more than just the 6 teams listed for the 3-Wide and Run&Shoot formations or data screen positions, it would be technically possible to jump to a null area at the end of the same rom bank and write more comparisons there. I haven't looked to do this but most of the banks in this game have plenty of null area to do such a thing.

+ Quote

 Quote



**Denny**

Veteran



Members



439 posts

Posted April 20, 2004

Report post 

This is just for reference information, some may know it, others may not, but it's used along with the above methods (Which Work Great) if you wanna have all teams with 2-RB and 2-WR, well like normal.

Now after you do the method listed above to change the teams to 2 WR/RB and not 2 RB/3 WR, and load Tecmo, your gonna notice the teams you altered say that a player is a RB when he's actually a WR (This is In The Status Screen For The Player), Even if you edited the positions properly in TSBm, now to go around this, you could use the hex method above, or you can use the workaround that i found that involves no hex editing, but involves some careful observations.

Now When you load the rom in TSBm it's gonna have your positions right, even though in game, it'll say your RB is a WR and vice versa, now i found out what makes it do that, what it does is swaps your second edited RB for the third edited WR, so let's say you had the names below....

[Edited Roster loaded in TSBm]

Atlanta Falcons

RB1 - Joe Morrison

RB2 - Cris Carter (Listed As A WR in Tecmo)

RB3 - Jack Black

RB4 - Naomi Jefferson

WR1 - Cory James

WR2 - Dick White

WR3 - Donny Holiday (Listed As A RB In Tecmo)


WR4 - Joe Dirt

Now simply just swap the names of the players in the RB3 slot for the name in WR3 slot in the editor, and there you go, your players will display in their right positions in Tecmo Bowl. You'll need to do this method for Atlanta, Detroit, Washington & Phoenix.

You do not have to do it with Sand Diego or Houston, for some reason all player positions are in-tact for them teams.

This method is for you who don't wanna use a hex editor all that much (or too lazy), or just wanna stick to using the editor for player names and positions.

I hope that wasn't confusing.

 Quote



**amrush**

Promising Rookie



Posted January 4, 2005

Report post 

My first post here, and I just want it on record that this is a great f\*cking board.  
:thumbwayup:



Members

0

97 posts

Location: tecmo hell

My first ? is: Has anyone found the hex pointer for teams' base formations (O & D) in the TSB3 rom?  
 I've checked around the forums here and haven't seen anything...thanx in advance to anyone that can help out...  
 AM Rush



Quote

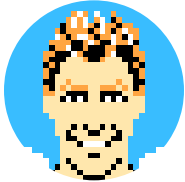


Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!  
 After 8 f\*cking years I actually have an all-time rom I can play... Yay



cuppettcj

Starter



Members

4

114 posts

Location: Trophy Club, TX, USA

Posted October 4, 2005

Report post

Elway7 has asked me to look into the TSB I SNES ROM to look for ways to change the formations in that version of the game. Unfortunately, I'm not very familiar with 65816 Assembly, so I'm a bit handicapped in my search. I haven't quite found what I need to, but I think I've made a little bit of progress and I'd like to post what I've found in case someone with more knowledge reads this so that he can pick up where I've left off.

At x16E3B in the ROM, there appears to be a series of comparisons very similar to those that deal with the formations in the 8-Bit TSB ROM:

- C9 07 F0 30
- C9 0C F0 2C
- C9 12 F0 28
- C9 11 F0 24
- C9 14 F0 20
- C9 18 F0 1C

Based on the Team Data screen in this game, 07 would refer to Houston (run & shoot), 0C would refer to San Diego (3-wide set), 12 would refer to Washington (3-wide set), 11 would refer to Phoenix (3-wide set), 14 would refer to Detroit (run & shoot), and 18 would refer to Atlanta (run & shoot).

When I first came across this, I thought that I had hit the jackpot. Unfortunately, just changing these numbers to other team numbers doesn't do anything. There's obviously more to the code. Furthermore, I can't find where the code distinguishes between run & shoot and 3-wide set. Like I said, I'm not familiar with the byte code for the SNES.

Anyway, anyone is welcome to pick up where I left off. I've looked around the hex for hours now, and I'm pretty much stuck at this point.



Quote



BO FB Offtackle Left

Posted May 15, 2010

Report post



Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Does anyone know what the locations for this are for the 32-team rom?

✓ **jstout said:**

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It is located at x30FF8 to x3101F and is a similiar deal to the formation change.

The ASM code:

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$8FF0:F0 12 BEQ $9004
$8FF2:C9 1B CMP #$1B
$8FF4:F0 0E BEQ $9004
$8FF6:C9 0E CMP #$0E
$8FF8:F0 10 BEQ $900A
$8FFA:C9 11 CMP #$11
$8FFC:F0 0C BEQ $900A
$8FFE:BD 39 90 LDA $9039,X
$9001:4C 18 90 JMP $9018
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+ Quote



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

- Kenny Stabler



## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 1, 2013

Report post

✓ On 3/29/2004 at 9:06 PM, Carther said:

In case anyone wants to make every team have a two back set, this can be done by simply changing the team codes to FF.

For example:

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Simply change it to C9 FF FO 16

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I noticed these codes are different for the 32-team rom. How can I change every team in the 32-team rom to a standard pro set (2RB,2WR,1TE)?

+ Quote



## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted September 2, 2013

Report post

✓ On 9/1/2013 at 5:51 PM, Tecmonster said:

I noticed these codes are different for the 32-team rom. How can I change every team in the 32-team rom to a standard pro set (2RB,2WR,1TE)?

I'm pretty sure you can just change it right in TSB Tool Supreme by changing the RB\_WR\_TE numbers....

TEAM = saints SimData=0xd43, OFFENSIVE\_FORMATION = **2RB\_2WR\_1TE**  
PLAYBOOK R5755, P2537

+ Quote



## Tecmonster

rom producer



Posted September 2, 2013

Report post

✓ On 9/2/2013 at 4:24 AM, Bodom said:

I'm pretty sure you can just change it right in TSB Tool Supreme by changing the RB\_WR\_TE numbers....



Members

+ 211

634 posts

Location: Reno, NV

TEAM = saints SimData=0xd43, OFFENSIVE\_FORMATION = **2RB\_2WR\_1TE**  
PLAYBOOK R5755, P2537

Unfortunately that function doesn't work in TSBToolSupreme, at least for the 32-team rom.

+ Quote



## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted September 2, 2013

Report post

On 9/2/2013 at 10:45 AM, Tecmonster said:

Unfortunately that function doesn't work in TSBToolSupreme, at least for the 32-team rom.

I just tried it and it works fine with the 32 team rom.

Just made the number changes, hit Apply to Rom and that was it.

+ Quote



## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 2, 2013

Report post

Are you talking about the playbook numbers (R5755,P2537)? I'm talking about the offensive formation. If it's working for you, then I think you're the first person to get it to work. Even Big Al, who designed the program, can't get it to work for the 32-team rom I sent him (Preseason version from here). I've tried to understand how to do it in a hex editor, mainly by reading this thread, but I'm still lost.

I realize you can quasi "change" a team's formation by changing their playbook, which I plan to do, but it would be nice to design the roster so that the computer makes injury substitutions more logically.

+ Quote



## Bodom

Tecmo Legend



Posted September 2, 2013

Report post

On 9/2/2013 at 11:46 AM, Tecmonster said:



Members

+ 876

3,912 posts

Location: Boston MA

Are you talking about the playbook numbers (R5755,P2537)? I'm talking about the offensive formation. If it's working for you, then I think you're the first person to get it to work. Even Big Al, who designed the program, can't get it to work for the 32-team rom I sent him (Preseason version from here). I've tried to understand how to do it in a hex editor, mainly by reading this thread, but I'm still lost.

I realize you can quasi "change" a team's formation by changing their playbook, which I plan to do, but it would be nice to design the roster so that the computer makes injury substitutions more logically.

Not the playbook numbers - the numbers for RB\_WR\_TE that I bolded and highlighted in red in my previous post.

I literally just did it again and it worked. You're talking about the below changes???

STARTERS	TEAM AREA
QB BODOM	QB KNOWS
RB RB I RB II	RB RB III RB IV
WR WR I WR II	WR WR III WR IV
TE TE I	TE TWO
RETURNERS	
KR WR III	
PR WR III	

STARTERS	TEAM AREA
QB BODOM	QB KNOWS
RB RB I	RB RB III RB IV WR III
WR RB II WR I WR II	WR WR IV
TE TE I	TE TWO
RETURNERS	
KR WR III	
PR WR III	



+ Quote



## Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 2, 2013

Report post

OK, wow, you're right, it does work but only if you DON'T change the numbers by using the drop-down box for each team. You have to manually type them in because if you use the drop-down box, even though the numbers DO change in the text, it just doesn't "take" for some reason. I don't even think Big Al knows this.

Thanks Bodom!

+ Quote



1

2

NEXT



Page 1 of 2



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## changing formations

By bgiadam, July 13, 2003 in [Hacking Documentation](#)

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Page 2 of 2

### Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted September 2, 2013

[Report post](#)

On 9/2/2013 at 12:09 PM, Tecmonster said:

OK, wow, you're right, it does work but only if you DON'T change the numbers by using the drop-down box for each team. You have to manually type them in because if you use the drop-down box, even though the numbers DO change in the text, it just doesn't "take" for some reason. I don't even think Big Al knows this.

Thanks Bodom!

I didn't even realize there was a drop down 😎

You got it!

[Quote](#)

### Tecmonster

rom producer



Members

Posted September 2, 2013

[Report post](#)

Yeah, if you double-click on the team name, a menu pops up and one of the available fields is actually a drop-down box where you can change the formation. So, for everyone reading this, don't use that menu to make changes. Type the numbers instead.

[Quote](#)

+ 211

634 posts

Location: Reno, NV

**bgiadam**

Starter



Members

+ 2

149 posts

Location: Winnipeg, Manitoba

Posted September 3, 2013

Report post

is there a way to make it show 1 starting RB and 2 back-up 3 starting WR with 2 back-ups?

in a one back system you don't really need the 3rd back up RB but but could use a 2nd back up WR incase of injury

+ Quote



**Bodom**

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted September 3, 2013

Report post

On 9/3/2013 at 7:59 AM, bgiadam said:

is there a way to make it show 1 starting RB and 2 back-up 3 starting WR with 2 back-ups?

Don't believe so. Cool idea, though.

+ Quote

**buck**

DARRELL GREEN



Posted July 18, 2015

Report post

this topic is totally boggling my mind. I am editing a 28 team rom. Any "formation" changes I make in TSB\_TOOL\_SUPREME make no changes to the rom (yes I am resetting the rom/save every time).



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

I've looked at jstout's posts (from years gone-by) but unfortunately I lack the ability to comprehend what is being said. One thing I gleamed is that there is a "limit" to the "total combinations of formations" that all the teams use.

Let's say I only wanted two teams on the rom (dolphins and steelers) to use 1RB\_4WR. The rest are 2RB, but I don't care if I have to make a few of these 1RB\_3WR if necessary to fulfill the "combination requirement". anybody know how?

+ 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](#)

## COA Elway

COAching Phenom



Moderators

+ 119

1,322 posts

**Location:** Cleveland

Posted July 18, 2015

Report post

On 7/18/2015 at 7:35 PM, buck said:

this topic is totally boggling my mind. I am editing a 28 team rom. Any "formation" changes I make in TSB\_TOOL\_SUPREME make no changes to the rom (yes I am resetting the rom/save every time).

I've looked at jstout's posts (from years gone-by) but unfortunately I lack the ability to comprehend what is being said. One thing I gleamed is that there is a "limit" to the "total combinations of formations" that all the teams use.

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I've made several roms with all teams having the pro set formation and all teams having 1rb 3wr, so I'm not sure what this entire thread was originally about. Do you have the most recent version, or an older one? A problem I've noticed lately, for some odd reason it jacks up QB BILLS spot at random times either start wise, or he turns into a black man.

+ Quote



[COA mode player, since '93](#)

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

# Martin

Promising Rookie



Members

+ 22

92 posts

Posted July 19, 2015

Report post

On 7/18/2015 at 7:35 PM, buck said:

anybody know how?

I used [this method](#).

+ Quote

1

buck reacted to this



# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 19, 2015

Report post

On 7/19/2015 at 1:38 AM, Martin said:

I used [this method](#).

thanks for linking that thread.

+ Quote



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

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# Knobbe

Tecmo Godfather



Founder



+ 3,244

17,594 posts

Posted July 21, 2015

Report post

On 7/18/2015 at 7:35 PM, buck said:

this topic is totally boggling my mind. I am editing a 28 team rom. Any "formation" changes I make in TSB\_TOOL\_SUPREME make no changes to the rom (yes I am resetting the rom/save every time).

I've looked at jstout's posts (from years gone-by) but unfortunately I lack the ability to comprehend what is being said. One thing I gleamed is that there is a "limit" to the "total combinations of formations" that all the teams use.

**Tecmo Titles: 1**  
Founder of T-Borg

Let's say I only wanted two teams on the rom (dolphins and steelers) to use 1RB\_4WR. The rest are 2RB, but I don't care if I have to make a few of these 1RB\_3WR if necessary to fulfill the "combination requirement". anybody know how?

Am I reading this right such that

Edit formations for 32 team rom use TSBTool. Is this because there is a setting for every single team instead of just the 6 special ones like the OG rom?

Edit formations for 28 team rom use the following thread?

On 7/19/2015 at 1:38 AM, Martin said:

I used [this method](#).

+ Quote



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

**Martin**

Promising Rookie



Members

+ 22

92 posts

Posted October 8, 2015

Report post

There seems to be an issue with the 28 team method where all teams injury substitute as 2RB teams, though.

+ Quote



PREV

1

2

Page 2 of 2

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