Just Bring It!!! 4 Special Edition Updated

By xplozv, January 7, 2010 in Download Support

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xplozv
Starter
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Posted January 7, 2010   Report post ⤴

Just Bring It!!! 4 Special Edition Updated 03/30/10
<u>**The Makings of Just Bring It 4 Defenses**</u>
******* Called Plays are back in!!! ***********
******* QB Motion Presnap, too!!! ***********
1) Offensive formation will dictate Defensive formation, but not Defensive coverage. Player will still have that choice.
<u>**Coverages:**</u>
Cover 0, no deep help & all man to man
Cover 1 Man, one deep & man to man
Cover 1 Zone, one deep & zone
Cover 2 Man, two deep & man to man
Cover 2 Zone, two deep & zone
Cover 3 Man, three deep & man to man
Cover 3 Zone, three deep & zone
Cover 4, four deep & soft underneath coverage
2) Each formation executes these coverages differently, Remember That! LBs & CBs will play deep zone sometimes, too.
3) If you don't pick your opponent's play, your defense will run the coverage listed for that slot.

4) There will random pre-snap movement as well, including the DL sometimes.

5) QB has 33% chance of Presnap shift. Then, QB has 50/50 chance to chat w/either side of OL whether from shotgun or under center. Formations that do not have a RB lined up directly behind QB, will shift into the shotgun after talk with OL.

6) My own spinoff of Offense & Defense Huddle (thanks to Hurricane & Drunken's idea)

7) All WR priorities have been tweaked as well as QB Dropbacks and Timing.

Newly Added Formations & Plays

1) Singleback ------- TE Screen & Wr Screen Pass(2 variations)

2) True I ------------ Triple Option(6 variations) & HB Screen Pass(2 variations)

3) Wildcat SG ------ WCat Strike, Wildcat Fire, & Wildcat SG(2 variations)

4) Wildcat Jet ------ Wildcat Jet(2 variations)

5) Speed Option ---- Added to the Shotgun C formation(4 variations)

All defenses now available to All teams:

3-4 vs 1/2 of Pro T (8 off plays)

5-2 vs Slot, 2TE, Offset I (8 off plays)

3-3-5 vs Run & Shoot (8 off plays)

Dime vs Shotgun A, B, C, 3-Wing (9 off plays)

4-3 vs 1/2 of Pro T, Pro T B (7 off plays)

4-4 vs Singleback, True I, Wildcat Jet, Wildcat SG (8 off plays)

4-6 vs Onebackset (9 off plays)

4-2-5 vs ShiftOne, Oneback B, Redgun (7 off plays)

Hacks and Changes Made:

Based off of cxrom's 1.05 rom

Jstout's Com Ultra Defensive Logic

"Called Plays" are back for Just Bring It 4

Random Defensive Pre-snap Movement

Various little graphics changes here and there

Defensive Plays listed on screen(thanks Bruddog & Maynard)

Defense & Offense breaks out of huddle

CPU Kickoff distance increased(16yd line to back of endzone)

Preseason Injuries are on

Kickoff position 30yd line

Injury rate hack of 2%

PC/PA Hack

Shorter FGs and Punts

Playbook Hack

Player condition hack(every play)
Coverage hack
Custom Juice(speed of defense increases)
COM QB will not scramble as much
Much thanks goes out to those such as jstout, cxrom, bruddog, maynard, buck and others for the many hacks, ideas, and great efforts to keep TSB alive and well. Also, thanks you guys for all the tools and info:
Thanks to cxrom for 32-team rom and his other great contributions to the tecmo community
Thanks to jstout for the expanded 34 43 rom and com ultra defense logic
TSB Play Maker credit to BAD_AL (use this alot for play graphics and to get play numbers)
TSBTool Supreme by BAD_AL (use this for roster and rating changes and SET commands)
Tecmo Playbook Hackers Guidebook by Bruddog (use this to reference alot of the original plays)
TSC & removing blitz byte by Maynard (you sparked my defense craze)
Nes Play Design Info, QB Play Design, and TSB QB Detail by Jstout (the base of all my play creations off and def; sparked my interest in creating roms)
JBI4 Special NH.zip
JBI4 SP Huddle.zip

JBI4 Special NH.zip
JBI4 SP Huddle.zip

+   Quote

---

bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted January 8, 2010   Report post

I noticed the top WR for pro T flare D doesn't run the correct route anymore. He runs a realatively quick slant in. Maybe thats by design but my guess is the same thing happened to you that happened to me. I believe on that play the tope WR has a jump to the middle of a route sequence for a garbage play.

+   Quote

xplozv
Starter
●●●●

Posted January 8, 2010

Report post

> **bruddog said:**
>
> I noticed the top WR for pro T flare D doesn't run the correct route anymore. He runs a realatively quick slant in. Maybe thats by design but my guess is the same thing happened to you that happened to me. I believe on that play the tope WR has a jump to the middle of a route sequence for a garbage play.

Thanks for pointing that out. I actually had that route shorter by design because I couldn't remember how deep the original one was so I just judged by the play graphics. I had it set to about a 15yd post, but the original was about 35yds downfield. I fixed the route and I re-upped the rom.

＋ Quote

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

Posted January 8, 2010

Report post

I'm digging on a lot of things, Xplosv. Good shit all-around. I think that there might be too much Men-In-Motion overall. Between your many audible potentials, in combination with the defensive Men-In-Motion schemes, it all might make for an eye explosion before the play even begins. It might also make it difficult for new persons to TSB to keep track of their own play. Not sure about that one entirely, but it seems logical given the nature of the visual changes.

That all being said, this ROM is a great addition to the world of TSB, homeboy. You should be pumped!

Lastly, and I say this with total appreciation for your work, dude, if I were you, I'd give some of the peeps credit who you've yanked your source material (hacks and whatnot from). I don't see CX_ROM, Jstout, Bad_Al, or anybody else's name listed at all. I don't personally care about that shit, but it only seems right, because I believe most people do--and their creations shouldn't be overlooked. And since not too many people are creating ROMs, we need to set the etiquette standard, you dig? This opinion totally comes from my own instincts, which might very well be irrelevant, but just a thought. 🤓

:thumbsupXplosv:

Good work!

＋ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted January 8, 2010

Report post

Is there any indication that an audible has taken place?
If you're the offensive player, how do you know that your play is going from pass to run or vice-versa?
Anyway to map this to the B or select button?

+ 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

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xplozv

Starter

●●●●

Members
● 99
246 posts

Posted January 8, 2010

Report post

> **Maynard_G_Krebs said:**
>
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I agree, well said. I been so wrapped in my nes & genesis rom, but should never be too busy to say thank you. Thanks, for reminding me of that as I didn't realize I had forgot to. Never mean any disrespect you guys. 😳🙂😛
My thank you list is in the first post, please correct me if I gave credit to wrong person or skipped someone.

+ Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted January 8, 2010

Report post

> **Rod Woodson said:**

Anyway to map this to the B or select button?

I think this is the most interesting concept/question yet to be added to the whole audible idea. :thumbsupRod:

I've always been of the opinion that it was not possible to create actions that were user-defined in NES TSB once plays had been selected.

Members

⊕ **1,541**

5,286 posts

Location: Boston, MA

+ Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Y

Report post

> ⊗ **xplozv said:**
>
> My thank you list is in the first post, please correct me if I gave credit to wrong person or skipped someone.

Waita set the bar! 🤓

Good shit.

Members

⊕ **1,541**

5,286 posts

Location: Boston, MA

+ Quote

---

xplozv

Starter

●●●●

Members

⊕ **99**

246 posts

Report post

> ⊗ **Rod Woodson said:**
>
> Is there any indication that an audible has taken place?
> If you're the offensive player, how do you know that your play is going from pass to run or vice-versa?
> Anyway to map this to the B or select button?

Formations Audibles on passing plays in which a player is a receiver:

WR or TE

change their route if they move to the opposite side of the formation

RB or HB

change their route if they move out of the backfield and shift out wide(or slot) left or right For example, In the I-formation sometimes the FB will go in the slot left.

If a TE or WR shift out wide or into the slot on the same side, the route will be the same. That is just a ploy to move the defense to get open presnap or make a running lane for the HB.

Play Select Audibles are totally random from one play to another. 1 of the 8 play variations is an audible tied to only one defensive play. For example, if you call a dive play or run up the middle and Com or Man calls goal line, some of those will mostly audible to a deep pass play if the same formation has one. Some plays have only one option possible to audible to

because that formation only has 2 plays in it. I will post a list of each play's audible and what def the audible takes place on.

In the meantime, here are the regular & juiced version w/o the play select audibles as these will be easier to adjust to cause you only have to note how your players shift to know if you audible or not, but defense won't know.

That is a great idea to have it set to a button. That would make audibles even more worthwhile!!!

[JBI 3 No Play Select Audibles.zip](#)

[JBI 3 No Play Select Audibles Juiced.zip](#)

+ Quote

COA Elway

COAching Phenom

●●●●●●

Moderators

⊕ **119**

1,322 posts

Location: Cleveland

Posted January 8, 2010

I found a glitch.

I was using the Steelers. First and goal at the 4 yard line, I chose run number three.

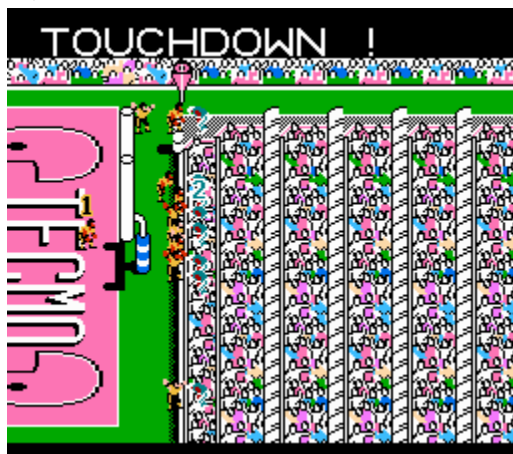Roethlisberger went back to pass......

Wide open Hines Ward......

Incomplete.......

"Firstdown!!!!!"

1st and goal at the 99 yard line???????

selected a play and got an automatic Touch Down!!!! 😜

My entire team does the Lambeau leap into the crowd!!!!!!!!!! 🤓

+ Quote

COA *mode player, since '93*

✖▾

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

PLAY AT YOUR OWN RISK!

Yak

Posted January 8, 2010

Tecmo Fanatic

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●●●●●●●●●●●●●●●

Y

Members
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5,286 posts
Location: Boston, MA

Hahaha, Elway. Awesome.
Regarding Audibles. My opinion, and what I'll likely wind up using after having spent some time considering its original usage for TSC when I brought up the Audible idea, are two Formation Audibles. One beneficial, one not. Each depending on the variation of Defensive Formation chosen. Balance the Ying and Yang.

➕ Quote

♡

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buckbbuck

Promising Rookie
●●●

B
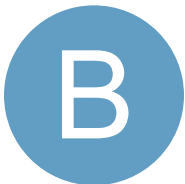
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✪ 2
50 posts

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so xplosv's new plays and now this audible idea gave me an idea for the Option that might be interesting.
I got the idea from how xplosv is doing his audibles although i am not sure if this idea works the same way as your those...
In the original you pick a play and depending on what the D picks; run 1 or run 2 or pass 1 or pass 2 etc... the offense will automatically run slightly different versions of the same play.
It seems like you can have two very different versions of a play run based on what the D chooses, like a real option play. So one call by the D can run a version of the play where the QB keeps it and another call by the D runs a version of the play where the QB pitches it at the last minute. and maybe include a version where the dive play to the FB is run or a version where QB pitches right away.
So with this in mind I quickly switched the plays up a little with the playbook maker based on xplosv's bring it 2. it is attached below for anyone to check out.
i am sure someone can do it better but here it is. the only plays that i tinkered with are TRIP OPT QB R & L, TRIP OPT FB L & R, TRIP OPT HB L & R, AND QUICK PITCH L & R. for each of those plays depending on what the D calls it will run one of those plays.
i guess the question is, what should be run based on which defense?
against a goalline i would think pitch it right away, against a prevent/dime D the QB could keep it or have a FB dive?
i also was not sure if it should be split evenly, half chance of keeper, half of pitch or what. so i made it so it will run the play as it is in the playbook most of the time.
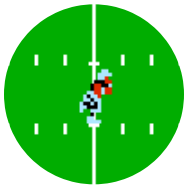[Just Bring It 2 Final SE C OPTION EXPERIMENT.zip](#)

➕ Quote

♡

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duecel00se

Starter
●●●●

Report post ⤴

Just Bring It you Jabroni lol... Kouldnt help it. 🤓

+ Quote

xplozv
Starter
●●●●

Posted March 10, 2010

Report post

Here is my latest Just Bring It!!! installment. Read first post, and as always enjoy!!!

+ Quote

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

Posted March 10, 2010

Report post

Nice work, homeboy, as always.

+ Quote

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

Posted March 10, 2010

Report post

hey, I started a season with DEN, (ran back 4 kickoffs with Royal in the first game.) **anyways**---as I was simming to my week 2 game, the game froze and the screen was all fucked up - see attached screenshot. I reset the game and went back to season mode and it appears to be stuck at STL v SEA. If I press "game start", it fucks up the same.

FCEUX 2.1.1: Just Bring It 4

File   NES   Config   Tools   Debug   Help

➕   Quote

Bodom

Tecmo Legend
●●●●●●

Posted March 10, 2010   Report post   ⤴

Just played through a game - noticed the kickoffs were a little easy to return also.
Xplozv - I got a little taste of your presnap player movements with MGK's TSC, you do great work, man! The huddle-break is money!
MGK - the error screen that buck posted is the same I got in the probowl and STL/SEA games in TSC....

➕   Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Y

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

Report post ⮞

Probowl Injuries we understand. Are these two things linked? I just simmed a few seasons of TSC and no bug happened. This whole season bug is news to me. No idea how or why that came up. Xplozv (or Jstout if you pass on by here)... any ideas? Xplozv's did bug up for me too.

I played out a couple of games, XP.

PROS

+ Love the Saints intro cinema player palettes. Great work, dude.

+ Game play feels very tight (cleanest version yet, for sure).

+ Feels like your game play is trying to snag the best of many worlds (very multi-focused).

CONS

- Feels like your game play is trying to snag the best of many worlds (maybe too multi-focused?).

- Elite QBs are tossing 90+% completion percentage.

- I'm glad Bodom enjoys the huddle break, because they feel very distracting to me (as much as I TOTALLY respect their mojo). I might be in the minority, though.

- Lots of blocked FGs/XPs.

- You have the kickoff / full-meter / safety bug.

- I feel like, for a TSB game in how it functions, the injuries might be a little too much.

Great work, dude. As always. 😎

➕ Quote

♡

Bodom

Tecmo Legend

●●●●●●

[New England Patriots logo]

Members
➕ 876
3,912 posts
Location: Boston MA

Report post ⮞

> ⮟ **Maynard_G_Krebs said:**
>
> I'm glad Bodom enjoys the huddle break, because they feel very distracting to me (as much as I TOTALLY respect their mojo). I might be in the minority, though.

Distracting...absolutely! I just didn't think something like this was possible and seeing it for the first time is completely awesome!

➕ Quote

♡

xplozv

Starter

●●●●

Report post ⮞

> ⮟ **buck said:**
>
> anyways---as I was simming to my week 2 game, the game froze and the screen was all fucked up - see attached screenshot. I reset the game and went back to season

mode and it appears to be stuck at STL v SEA. If I press "game start", it fucks up the same.

I can't seem to find out what is causing this to happen, but I do know it has something to do with SEA only. Because when I make them COM for that season game and fast forward to week 2, whoever SEA plays next, the same thing happens again. So last night I took jstout's rom and one by one as I applied my defenses and all the hacks, I tested the seattle games and they all worked until I added in the rosters then it bugged again. So I restarted fresh again, and this time I put in the rosters first and immediately tested it and everything worked. Then, I put in my defenses & graphic changes and everything worked. I put in every other hack one at a time and it worked until I think I added in either the grapple hack or player conditions and it froze up again. I also noticed that once this happenes, every time you reset the schedule, the games began to scramble out of order. I will be trying to start fresh again.

> **Bodom18 said:**
>
> Just played through a game - noticed the kickoffs were a little easy to return also.

> **Maynard_G_Krebs said:**
>
> - Lots of blocked FGs/XPs.

I went back to the original special teams I will release those changes as soon as I can get that bug fixed.

> **Maynard_G_Krebs said:**
>
> - Feels like your game play is trying to snag the best of many worlds (maybe too multi-focused?).

Yeah, I'm still hopelessly trying to make a great all around rom, but I still have to pick something from each mode that has to suffer.

> **Maynard_G_Krebs said:**
>
> - Elite QBs are tossing 90+% completion percentage.

Trying to make pass defense versus com tougher but it's not realistic play. Adjustments are hopefully coming when I fix that awful bug.

> **Maynard_G_Krebs said:**
>
> - I'm glad Bodom enjoys the huddle break, because they feel very distracting to me (as much as I TOTALLY respect their mojo). I might be in the minority, though.

I am going to release another version without huddle breaks. I just did that to see if the nes had the space possible to do so and it does even if the rom is not expanded. I am also considering a rom with all the defensive formations in one if I can't get that bug fixed.

+ Quote

xplozv
Starter

I figured out what was causing that bug. I was using too many tiles for my defensive plays. I

can only use 2 tiles in each slot. When I put 3 or more the game freezes. I will be re-uploading soon with the bugfix and some other changes.

+ Quote

buck

Posted March 11, 2010

which tiles are you referring to?

+ 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

xplozv

Posted March 11, 2010

The tiles on the playcall screen, cover 0, cov1 mn, etc. I was using too many. So now they will be:
0, 1M, 1Z, 2M, 2Z, 3M, 3Z, 4. When I put the names longer than 2 tiles it freezes.

+ Quote

buck

Posted March 11, 2010

tiles on the playcall screen result in a crash during simulation?

+ Quote

Members

 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

---

xplozv

Starter

●●●●

Members

 99

246 posts

Oddly enough, yes. When I put the original playcall screen graphics back in, the simulation & season games all work. However, if I put say "cover 0" just on one of the plays, the season will crash at all SEA games, but preseason and everything else works fine. If I put say just "c0 or 0"(not more than 2) everything works just fine. Weird to say the least.

Quote

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Just Bring It!!! 4 Special Edition Updated

By xplozv, January 7, 2010 in Download Support

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

Members
⊕ **2,060**
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted March 11, 2010   Report post ⤴

well, congrats on solving the problem. that's good to know.
ps- did you ever try making defensive formations based on the offensive formation picked? (we discussed it in another thread)? I haven't had time yet, but hopefully I can get around to it next week. initially, I just plan on going in to each relevant defensive reaction and tweaking the def. player lineups only. if that works ok, then tweak reactions/movements accordingly.

➕ 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
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Y

Posted March 11, 2010   Report post ⤴

Although I haven't experienced it, Bodom said a RAM v. SEAHAWKS game crashed on him in TSC 1.2. XP, would you have any idea why that would have happened in that ROM?
EDIT: By the way dude, some of your men-in-motion stuff is killer, and totally is giving me ideas. Rock on, dude.

➕ Quote   ♡

xplozv

Starter
●●●●

Posted March 11, 2010

Report post ⤴

> **Maynard_G_Krebs said:**
>
> Bodom said a RAM v. SEAHAWKS game crashed on him in TSC 1.2

I don't know why it would have done that. I have play half way through the season so far in TSC and it hasn't happened to me. So when he mentioned it, I reset my season and all SEA games simmed just fine for me.

> **buck said:**
>
> ps- did you ever try making defensive formations based on the offensive formation picked? (we discussed it in another thread)?

That's how Just Bring It 4 is setup. Offense formation dictates defense formation, however, I just slot based the choice as to what defensive coverage will be run out of that defensive formation.

For example, if the offense pick a play out of the R & Shoot, the 3-4 teams will always run a 3-3-5 formation while the 4-3 teams will always run a 4-6 formation. Based on the slot you choose, that 3-3-5 or 4-6 formation will run cover 0,1,2,3,4, etc. I have the list posted in the first post as to which offensive formation dictate what defensive formation.

➕   Quote

♡

Yak

Tecmo Fanatic
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted March 11, 2010

Report post ⤴

Bueno, dude.

➕   Quote

♡

xplozv

Starter
●●●●

Posted March 11, 2010

Report post ⤴

I just posted the fixed version of JBI 4. Should not be anymore simulation bugs, but playcall

screen looks are simpler. This version still has the huddle breaks. I will be posting the huddle-less version shortly.

+ Quote

Bodom

Tecmo Legend
●●●●●●

Members
➕ 876
3,912 posts
Location: Boston MA

Posted March 11, 2010

Report post

> **xplozv said:**
>
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> >
> > I don't know why it would have done that. I have play half way through the season so far in TSC and it hasn't happened to me. So when he mentioned it, I reset my season and all SEA games simmed just fine for me.

I was playing a game out COM vs. COM to watch certain reactions. Chose STL and SEA at random. I'll try it out again right now and see if the same thing happens.
EDIT: STL kicks off to Seattle....left to right. Seattle KR gets tackled, then this.

+ Quote

Yak

Tecmo Fanatic
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted March 11, 2010

Report post

I wouldn't even know where to begin... (thanks, 😎)
XP, Jstout?

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

---

xplozv
Starter
●●●●

Members
+ 99
246 posts

Posted March 11, 2010

+ Quote

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> EDIT: STL kicks off to Seattle....left to right. Seattle KR gets tackled, then this.

I just tried that and I got same bug only when tried Seattle kicked off first, then made STL punt, and after being tackled on the punt return I got the bug. I'm gonna see what I can find. Seattle is starting to be like a bad rash.

+ Quote

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

Y

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

Posted March 11, 2010

> **xplozv said:**
>
> Seattle is starting to be like a bad rash.

First of all, I appreciate your help, dude. Very much. Secondly, and what a rash it is. I lived in Seattle for 3 1/2 years at the beginning of the 2000s. It's perfect for six months of the year. The other six months? Well, there's a reason it has the highest suicide rate in the country, let me tell you.
Thanks for the help, dude!

+ Quote

---

xplozv
Starter
●●●●

Posted March 11, 2010

It looks like we had the same problem. I adjusted your playcall screen graphics and voila! Seattle is back in action. Now I am going to test out and see what TSC is going to let you get away with. Here is the rom with bare changes to the playcall screen.
TSC PLAYGRAPHS (v1.2).zip

Quote

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

Y

Posted March 11, 2010

Report post

Totally appreciated. I can't understand, at all, why changing graphics on the playbook screen would cause the game to crash. I noticed you changed my priority WR numbers too--I can't think that those actually had an effect, because I only changed out tile graphics in the same section of the playbook where the typical playbook graphics are drawn from (I can add all of that back in easily enough). The actual alphabet white/black Defensive digit combo I can understand, though, as it's referencing different palette options altogether.
Dude, again, much much thanks.

Quote

xplozv
Starter
●●●●

Posted March 11, 2010

Report post

Hey on my rom I can put at least 2 black and white letter tiles. If I put just one on yours, it causes that Seattle bug. However, yours is just com vs com in preason and season. On mine, you could not play a season at all. I guess the screen can only handle a certain amount of changes. If that is the case, then we've stepped into Jstout territory. I gonna see if I how much of the playcall screen I can get back without triggering that bug.

Quote

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

Posted March 11, 2010

Report post

I love how every one of us ROM editors knows there is a line in the sand, and to pass it crosses over into "Jstout Territory." 😎 So funny, and yet, so true.

Quote

Y

xplozv
Starter
●●●●

Members
⊕ 99
246 posts

Posted March 11, 2010

Report post

I managed to get everything back except one thing. You can't have any black and white letter tiles in the first slot. Everything else will be normal. All def plays except GL will be visible.

TSC fixed no GL tiles (v1.2).zip

+ Quote

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

Y

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

Posted March 11, 2010

Report post

I wonder why that is? So, THIS is where Jstout comes in. XP, you're the man. Many thanks. :thumbsup:
EDIT: I sent an email to Jstout about this.

+ Quote

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

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

Posted March 11, 2010

Report post

see, I worked with some of those modified defenses (for example, I pasted xplozv's (and bruddog's) defense code on my 'buck' rom) and I implemented the "number and letter tiles" on the play graphics screen (some were 3 tiles I recall) - I played through at least half a season with them - so I'm not so sure that's what's messing you up.

+ 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

Tecmo Titles: Lincoln V
(2015)

---

xplozv
Starter
● ● ● ●

Members
⊕ 99
246 posts

I just posted Just Bring It 4 without the huddle breaks. Defensive presnap movement and formation should be a lot easier to see now. I put original special teams back in, adjusted the coverage catches to a lower level. Enjoy!!!!

＋ Quote

---

kidlavington
Promising Rookie
● ● ●

Members
⊕ 8
89 posts
Location: Vancouver bc

Dude the break huddle was nice. i'm a man vs man player (not season not coa) and this has the best d-fence options yet. the game play is faster than ice hockey and having ray lewis creep up for a blitz even scares me. If you do decide to sprinkle in some offensive audibles could you have the qb go down the o-line likes he baking out orders before the play? Also can you make a break huddle option for your problem free rom. great effort. thanks.

＋ Quote

---

xplozv
Starter
● ● ● ●

Members
⊕ 99
246 posts

> **kidlavington said:**
>
> If you do decide to sprinkle in some offensive audibles could you have the qb go down the o-line likes he baking out orders before the play?

That's a great idea that I make happen. I'll plug that in soon.
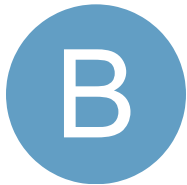
> **kidlavington said:**
>
> Also can you make a break huddle option for your problem free rom.

The huddle break rom in the first post has since been fixed and no longer has any errors. I will be adding one with those offensive ideas you just gave me. Glad you're enjoying the rom.

＋ Quote

buckbbuck
Promising Rookie
●●●

B

Members
+ 2
50 posts

Report post ◄

great stuff again. the huddle break is awesome.
do you have set commands for the defenses? or the huddle break?

+   Quote

♡

---

drunken_honkey
Town Drunk
●●●●●●

Members
+ 390
1,019 posts
Location: Texas

Report post ◄

Hey I haven't checked this game out but it sounds like I will have to. I've been busy with the TSB 3 playbooks and haven't had much time to surf this website. Can't wait to see your huddle breaks! We still haven't fooled around with our Defense that much to get huddle breaks yet. Anyways, we have our QB at random times after the break going up and down the Oline and it definately looks cool. I actually have made Option plays for TSB where the QB randomly pitches the ball or keeps it. It has some bugs that I'm working out that occur only when the Cmp controlled team runs it. But Man players it works just fine. May have to just not set it up for default playbooks so human players can add it to theirs if they want. But what we're doing for our motion on offense is that when you call an audible that is when you send a man in motion. (Even if you cancel, the motion will occur) The idea is that when a team breaks huddle and audibles, that team rarely changes formation. It is usually just hot routes or motion that happen. We're not sure if we're gonna have 2 types of motion per formation or just one. I'm leaning for one on most formations. But I'll have to check this game out. And on a side note, I think I can make a role playing game where all you control is one player on a team. There would have to be individual games for each position but working the plays I think I could totally make it happen. Even on plays not designed for that position you would still be in control of that player only. So if your a RB and your not in the passing routes, you'd have to protect the QB. Anyways keep Tecmo alive! Post, Play, Participate!
[Post made on a Tecmo Super Mobile Device!] 🖼mobile.png
[Post made on a Tecmo Super Mobile Device!] 🖼mobile.png

+   Quote

♡

Hook 'Em!! Whatcha know 'bout them Texas boys!!

Our Rom discussion thread:
http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/

john3:16
Member
● ●

J

Members
● 0
29 posts

Report post

Great job on this. The huddle thing is awesome. How did you change the play call screen colors to yellow? This is one of the best roms yet!!!!
The only thing that I think that needs to be changed is that its too easy to return KO's and punts for TDs, in 3 games with Pitt in season I have like 4 total.
EDIT: I fixed the punt and kick returns. Go to Hex Address #2908B in the rom and change the value of 82 to 87. They seem alot slower now and not so fast. Found it here.
viewtopic.php?f=22&t=11033&p=87152&hilit=grapple+hack#p87152

+   Quote

♥

xplozv
Starter
● ● ● ●

Members
⊕ 99
246 posts

Report post

> **kidlavington said:**
>
> If you do decide to sprinkle in some offensive audibles could you have the qb go down the o-line likes he baking out orders before the play?

I have this complete for my rom w/o the huddles, and I'm about 70% done with my rom that has the huddles. I will upload both as soon as I'm finished.

> **buckbbuck said:**
>
> do you have set commands for the defenses? or the huddle break?

Here are the huddle break set commands for the offense. The defense commands have a lot of code so will set them up so that you will be able to copy and paste them. However, the defenses are split because I used Jstout's 3-4 4-3 rom, so look at the list in the first post as to which defense formation plays which offense formation and let me know how you planning on setting your rom up. I take it that you planning to put all of the defenses on a normal rom so I would have to adjust the play #s and such to make it work a normal rom.

> **drunken_honkey said:**
>
> I actually have made Option plays for TSB where the QB randomly pitches the ball or keeps it. It has some bugs that I'm working out that occur only when the Cmp controlled team runs it. But Man players it works just fine.

I made some options a while back for my JBI 2 rom. Here is the codes I made for it that allowed the COM to run it fine w/o any bugs. These may help. The triple option codes are setup to be run out of the true I-formation, while the the normal option is setup to be run out of any formation(just eliminate the dropback if you gonna run it out of the shotgun). I also put the huddle codes I used for my defense and the offense formations.

> **drunken_honkey said:**
>
> But what we're doing for our motion on offense is that when you call an audible that is when you send a man in motion. (Even if you cancel, the motion will occur) The idea is that when a team breaks huddle and audibles, that team rarely changes formation. It is usually just hot routes or motion that happen. We're not sure if we're gonna have 2

types of motion per formation or just one. I'm leaning for one on most formations. But I'll have to check this game out. And on a side note, I think I can make a role playing game where all you control is one player on a team. There would have to be individual games for each position but working the plays I think I could totally make it happen. Even on plays not designed for that position you would still be in control of that player only. So if your a RB and your not in the passing routes, you'd have to protect the QB. Anyways keep Tecmo alive! Post, Play, Participate!

You guys are doing some incredible things with TSB 3, and are truly maximizing its potential. With the last couple things I am adding such as the motions and defenses, I think I have just about pushed TSB 1 as far as it can go. I say that because of the lack of features like TSB 3 has, such as the real audible system. In TSB 1 you maybe have 8 tecmo seconds to work with unless you or your opponent is going to keep switching defenders until all the motions are done. With that being said, when I done, if there any way I can be of help to you guys, I'd be glad to.

> **Quote**
>
> How did you change the play call screen colors to yellow?

Playcall Screen Colors
Gameplay playcall screen:
At x1A102 put x28 to turn Ready to yellow
At x1A106 put x28 to turn route colors yellow
Team Data Playbook screen:
At x1A302 put x28 to turn red in striped bar to yellow
At x1A306 put x28 to turn route colors yellow

> **Quote**
>
> EDIT: I fixed the punt and kick returns. Go to Hex Address #2908B in the rom and change the value of 82 to 87. They seem alot slower now and not so fast.

That's because I have the hack in for them to use their own speed and not that of the RT.
http://tecmobowl.org/forum//viewtopic.php?f ... dicated+kr
Changing 82 to 87 makes them go slower because you're now using their REC as speed. You are welcome though to adjust the rom to your liking. I have set this way to force Man vs Man players to play on special teams against each other and not just let the com make the tackle.
Huddle & Option Codes.zip
Offense Huddle Set commands.zip

Quote

john3:16
Member

Posted March 14, 2010

Quote

J

Members
● 0
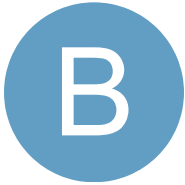29 posts

buckbbuck
Promising Rookie
● ● ●

B

Members
➕ 2
50 posts

Posted March 14, 2010   Report post ⟨

> **xplozv said:**
>
> Here are the huddle break set commands for the offense. The defense commands
> have a lot of code so will set them up so that you will be able to copy and paste them.
> However, the defenses are split because I used Jstout's 3-4 4-3 rom, so look at the list
> in the first post as to which defense formation plays which offense formation and let
> me know how you planning on setting your rom up. I take it that you planning to put all
> of the defenses on a normal rom so I would have to adjust the play #s and such to
> make it work a normal rom.
> .

awesome! thanks.

➕   Quote   ♡

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Just Bring It!!! 4 Special Edition Updated

By xplozv, January 7, 2010 in Download Support

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

Y

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

Posted March 14, 2010   Report post ⤴

Note: moved to the downloads section.

➕   Quote

❤

---

xplozv
Starter
●●●●

Members
➕ **99**
246 posts

Posted March 14, 2010   Report post ⤴

Whew!!! I went to the upload section and thought that I had accidentally deleted the thread. 😎
My next update with QB presnap motion should be finished and posted by tomorrow afternoon as I am about 85% done with it.

➕   Quote

❤

rholden

Promising Rookie

●●●

R

Members

● 0

56 posts

Report post

Wow! Huddle is off the hook! Are there offensive audibles?

+ Quote

---

xplozv

Starter

●●●●

Members

● 99

246 posts

Report post

> **rholden said:**
> Wow! Huddle is off the hook! Are there offensive audibles?

There will be various offensive audibles here & there in my next update, which I hope to post real soon.

+ Quote

---

kidlavington

Promising Rookie

●●●

Members

● 8

89 posts

Location: Vancouver bc

Report post

How are the updates going on in the huddle?

+ Quote

---

xplozv

Starter

●●●●

Report post

> **kidlavington said:**
> How are the updates going on in the huddle?

Everything is going great. I have created 9 new plays & 4 new offensive formations along with the ideas you gave me for offensive shifts. I will make a couple more tweaks and

transfer everything to the huddle rom; I always test in the no huddle rom first to make sure everything works properly. I am also in the process of making an all in one rom. Meaning that all of the defenses will be available to all teams instead of half and half. I am looking at maybe 2 more days.

+ Quote

Yak

Posted March 21, 2010

Report post

> **xplozv said:**
> Meaning that all of the defenses will be available to all teams instead of half and half.

Eh? This caught my attention and I don't necessarily understand it. 😕

+ Quote

---

xplozv

Posted March 21, 2010

Report post

> **Maynard_G_Krebs said:**
> Eh? This caught my attention and I don't necessarily understand it. 😕

Currently Just Bring It 4 uses Jstout's 3-4 4-3 rom as its base. So the 4-3 teams run 43, 46, 44,& 4-2-5 defenses while the 3-4 teams run 34,52,3-3-5, & Dime defenses. I am doing a version where I revert back to cxrom's 1.05 rom. In doing so, All teams will run 3-4, 4-3, 5-2, 4-4, 3-3-5, 4-6, 4-2-5, & Dime. Same format will still apply though, Offensive formation will dictate Defensive formation, while player chooses coverage.

Here is the Defensive breakdown that is coming:

3-4 vs 1/2 of Pro T (8 Off Plays)

4-3 vs 1/2 of Pro T, Pro T B (8 Off Plays)

5-2 vs Slot, 2TE, Offset I (8 Off Plays)

4-4 vs Onebackset (9 Off Plays)

3-3-5 vs Run and Shoot (7 Off Plays)

4-6 vs Singleback, True I, Wildcat SG, Wildcat Jet (8 Off Plays)

4-2-5 vs Shiftone, Oneback B, Redgun (7 Off Plays)

Dime vs Shotgun A, B, C, 3-Wing (9 Off Plays)

This will make edited future versions easier without having to create 2 two separate offenses and blocking assignments. I probably will not have as much time to spare as when I did the initial JBI 4 on the 34 43 rom.

EDIT: I am uploading a video of the new plays to viddler.

+ Quote

---

xplozv
Starter
● ● ● ●

Members
⊕ 99
246 posts

Report post

Here is the link to watch the video:
http://www.viddler.com/explore/xplozv/videos/1/
Dolphins are using these new plays:
Slot 1-4: Wildcat Jet(2 variations), Wildcat SG(2 variations), Speed Option(4 variations), Triple Option(6 variations)
Slot 5-8: HB Screen(2 variations), WR Screen(2 variations), WCat Strike, Wildcat Fire
Jaguars are using these new plays:
Slot 1-4: Wildcat Jet(2 variations), Wildcat SG(2 variations), Speed Option(4 variations), Triple Option(6 variations)
Slot 5-8: HB Screen(2 variations), WR Screen(2 variations), TE Screen, Wildcat Fire

+ Quote

---

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

Members
⊕ 2,060
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Report post

looks amazing! I can't wait to try it out.

> **xplozv said:**
>
> Here is the link to watch the video:
> http://www.viddler.com/explore/xplozv/videos/1/

+ 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

---

xplozv
Starter
● ● ● ●

Report post

Just Bring It!!! 4 Special Edition has arrived. I am in the process transferring all new additions and changes to the huddle version. So this is the release of the version with no huddles. Read first post for all the new additions and changes and as always, Enjoy!!!

+ Quote

rholden
Promising Rookie
●●●

R

Members
● 0
56 posts

Posted March 22, 2010

Report post ↗

Very cool. New plays are nice, gameplay is fast. I prefer it that way. QBs were too fast though, P Manning brought back 2 onsides for scores lol. Good stuff.

➕ Quote ♡

xplozv
Starter
●●●●

Members
⊕ 99
246 posts

Posted March 22, 2010

Report post ↗

> **rholden said:**
> QBs were too fast though, P Manning brought back 2 onsides for scores lol.

I just posted a corrected version. I had forgot to remove all the speed boosts I was using while I was testing the rom. QB speed is now back down to earth. 🙂

➕ Quote ♡

fatcheerleader
COA of NE (1991)
●●●●●●

Members
⊕ 111
2,697 posts
Location: Washington DC

Posted March 22, 2010

Report post ↗

Wow, this is impressive! I sent the link to your video to my group of guys and they're going nuts. I also realized I have a ton to learn! 😀

➕ Quote ♡

TSB NCAA19, TSB NCAA 2016, TSB NCAA 2014, TSB NCAA 2013, TSB NCAA FCS 2010   ✕ ▾

xplozv
Starter

Posted March 23, 2010

Report post ↗

Here is another video. This one is of me playing a season game week 8 as the Saints vs

••••

ATL. Up to this point I am 7-0 and the juice is really starting to kick in a bit. In my first 4 games, COM played nearly all zone on every pass play. My previous two before this game vs the Giants & Dolphins, the COM played nearly all man coverage which made passing tough. So, what was in store for me in Atlanta? 8-0, maybe?
http://www.viddler.com/explore/xplozv/videos/2/

+ Quote

♡

---

kidlavington
Promising Rookie
•••

Posted March 25, 2010

It's madness! This game has a lot of things going on and i'm going to need to play a few more games to digest it. Thanks for the effort, waiting for the huddle version and wondering if you have anything else up your sleeves for future JBI series.? The Saints are coming!

+ Quote

♡

---

john3:16
Member
••

J

Posted March 26, 2010

I was looking at the playbooks and the Jets and the Giants have 3 runs for the backup, RB2 instead of RB1 has 3 runs.

+ Quote

♡

---

xplozv
Starter
••••

Posted March 30, 2010

> **kidlavington said:**
>
> Thanks for the effort, waiting for the huddle version and wondering if you have anything else up your sleeves for future JBI series.?

I have just completed the Huddle Break version of JBI 4 Special Edition. There are various ratings and lineup tweaks. I also changed the graphics after the Super Bowl to the Saints and added color to the grayscale ones. I posted a new version without the huddle breaks

too. The no huddle version had a bug on one of the dive plays where the COM would just stop running. So that is fixed and both versions have been updated. For JBI 5, I am considering revamping all the passing plays, and making the defenses a little more complex with more responsibilities for each player. I have a lot of ideas to sift through.
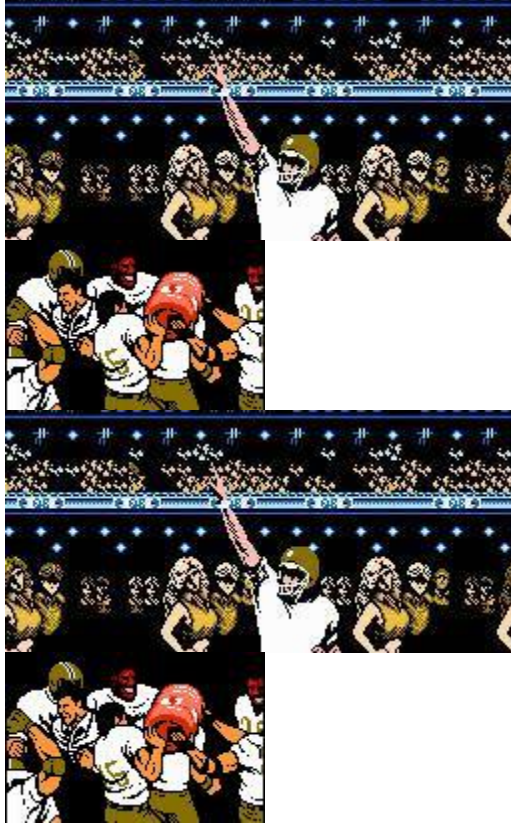
+ Quote

Yak
Tecmo Fanatic

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

Posted March 30, 2010

Report post

As always, great shit. Color palette Hex locations of those black & white screen FTW? I do not deny it, Xplozv is rocking ass, folks.
Edit: So, I hate to do this, but I want to make a suggestion that you should think about re-branding of your game. It's too awesome, and 'Just Bring It 5' doesn't make any sense to me at all, outside of paying homage to The Rock. I say this with nothing but love attached. :thumbsup:

+ Quote

---

xplozv
Starter

Posted March 30, 2010

Report post

Maynard_G_Krebs said:

> As always, great shit. Color palette Hex locations of those black & white screen FTW? I do not deny it, Xplozv is rocking ass, folks.
> Edit: So, I hate to do this, but I want to make a suggestion that you should think about re-branding of game. It's too awesome, and Just Bring it 5 doesn't make any sense to me at all. I say this with nothing but love attached. :thumbsup:

I am always open to suggestions as I am always looking for the next thing to do. I think I have gotten it pretty much to where I can just swap out rosters every year if I don't get the urge to change something.

All B & W screens(5 of them) use the same hex locations. One set effect the players, if one player is a Saints player, all of the B & W players are Saints players. However, the backgrounds work differently. For example, If you turn the field from gray to green in one screen, the stadium in another screen will turn green. All other screens are normal. Here are those locations:

1) QB pointing up in front of crowd: x1a230--x1a23f & x1aa20--x1aa2f
2) QB throwing B/W: background--x1a360--x1a36f & player--x1aad0--x1aadf
3) Player waving w/o helmet on: x1a330--x1a33f & x1aa90--x1aa9f
4) Player catching B/W: same as #2
5) Team & Gatorade: x1a320--x1a32f & x1aa10--x1aa1f
6) Player w/hand up B/W: same as #2
7) Press Conference: NFL logo back, jersey--x1a340--x1a34f & All else--x1aa70--x1aa7f
🙂 Player spikes ball B/W: same as #2
9) Tackling Player & RB Juke: x1ab30--x1ab3f & x1a980--x1a98f
10) RB after Juke B/W: same as #2
I just didn't touch the mighty bombjack screen.

➕   Quote

♡

Posted April 13, 2010

Report post ◄

hey, i was playing JBI 4 this weekend with some friends and noticed that the play, Shotgun X Drive worked even better when the other person picked it because all the recievers would be wide open. Other then that the game was great. I think i need to play a few more times before i can comment on new plays like the Triple Option and Speed Option but the Wildcat Strike and Fire are deadly plays.

➕   Quote

♡

Posted November 5, 2010

Report post ◄

I think this is a great game! I only had a couple negative things to say but it could be

T

nothing. I was playing a season with the colts. In week 3 or 4 I played against Seattle and for some reason during play call Seattle would bring the drop down box up for kicking f/g's and punts and just scroll through it. They wouldn't pick a play. Weird, also I feel like all of the kick returning is crazy fast. I returned 6 kick offs for td's with back up players. On offense, I shouldn't be able to run Peyton Manning for td's lol. Other than that though I love the defensive setups and plays so far. Can't wait to see the new game! Keep up the good work!

➕   Quote   ♡

🖼 sigs.php?player=Mgtrpt1981   ✕ ▾

---

lb24bud

Posted December 27, 2014   Report post   ⤴

How Do I apply The Codes to a Rom!!????

➕   Quote   ♡

L

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SBlueman

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