



ROM location of pri/sec Uniform data for teams?

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DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street**Tecmo Titles:** Lincoln V (2015)

Posted November 20, 2006

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In the TSB ROM, where is the Primary/Secondary uniform list for each team located? I'd like to modify a couple matchups for special uniforms.
peace

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"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](#)**jstout**

Tecmo Super Champion



Members

Posted November 20, 2006

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Game Field Team Colors: x2C2E4 to x2C3FB (Buffalo to Atlanta)

Pro Bowl Game Field Team Colors: x2C3FC to x2C40F (AFC to NFC)

Example (Buffalo) x15 x06 x11 x15 x06 x21 x00 x00 x00 x00:

x15 x06 x11 = NES Colors and Make Up Jersey 1

x15 x06 x21 = NES Colors and Make Up Jersey 2

x00 x00 x00 x00 = When to Use Jersey 1 and 2 this is done bitwise (Buffalo to Atlanta then AFC to NFC with final 2 bits always being 0s) where a 0 = Jersey 1 and 1 = Jersey 2.

(x00000000 would use Jersey 1 vs every team and xFFFFFFFC would use Jersey 2 vs every team)

3-Color Jersey Team # (Default is Kansas City): x2C250 (Changing Team # to x1E or higher will disable)

Use Jersey 2 vs Team #s: x2C296, x2C29A, x2C29E, x2C2A2

Use Jersey 3 vs Team #s: x2C2A8, x2C2AC, x2C2B0

3-Color Game Field Team Colors: x2C410 to x2C418

NOTE: 3-Color Jersey Selection is ASM and you could jump elsewhere and write ASM for more choices.

Action Sequence Team Colors: x342D8 to x343B7 (Buffalo to Atlanta)

Pro Bowl Action Sequence Team Colors: x343B8 to x343C7 (AFC to NFC)

Example (Buffalo) x15 x11 x15 x11 x00 x00 x00 x00:

x15 x11 = NES Colors and Make Up Jersey 1

x15 x11 = NES Colors and Make Up Jersey 2

x00 x00 x00 x00 = When to Use Jersey 1 and 2 this is done bitwise (Buffalo to Atlanta then AFC to NFC with final 2 bits always being 0s) where a 0 = Jersey 1 and 1 = Jersey 2.

(x00000000 would use Jersey 1 vs every team and xFFFFFFFC would use Jersey 2 vs every team)

In case you don't know, bitwise means that the hex is broken down into 0s and 1s, x00 = %00000000 and xFF = %11111111. Some hex editors display the bitwise number and some allow to edit them directly this way. Else you could use any calculator that has binary to hex conversion (Windows Calculator has this option).

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 20, 2006

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Allright, thanks jstout. That looks like good stuff.

So, the editor I'm using only lets me edit 2 uniforms (TSBM2?) - so to edit a 3 color uniform, must use hex? Can every team have a 3 color?

I'm a little unclear...

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jstout

Posted November 20, 2006

Report post

Tecmo Super Champion



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✓ buck said:

So, the editor I'm using only lets me edit 2 uniforms (TSBM2?) - so to edit a 3 color uniform, must use hex? Can every team have a 3 color?

Really, the TSB has 2 uniform colors for every team except KC which has 3. I just included notes that could be used to alter which team used the 3 uniform colors and what teams it used them against (however they still only have 2 action versions).

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 20, 2006

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thanks jstout. I see how it works - like a mask (or toggle switches - then convert the bytes to HEX) I made a spreadsheet to help visualize the masks.

1 mo question about this: does the NFC or AFC toggle over-ride the team specific selection for ALT jerseys? I would think that the 'specific' toggle will override the NFC/AFC toggle. But anyways, I'm sure I'll find out soon enough with experimentation.

Oh, also - can you point me to a link that shows the various hex-combinations that produce colors for TSB (or NES, I guess) There's a link somewhere in the forums, but it's dead and gone.

BTW - how's the PLAY EDITOR going?

peace

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

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jstout

Tecmo Super Champion



Members

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537 posts

Posted November 20, 2006

Report post

✓ buck said:

Oh, also - can you point me to a link that shows the various hex-combinations that produce colors for TSB (or NES, I guess) There's a link somewhere in the forums, but it's dead and gone.

Every emulator has different default values but they'll be around this:



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BO FB Offtackle Left

Tecmo Legend



Members

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3,135 posts

Location: New York

Posted May 26, 2007

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jstout, can you give a couple of examples? For instance, if I wanted Buffalo to use uniform 2 against the Colts, what would I change the 00 00 00 00 to? Against the Dolphins? Against both? Something like that would probably let me figure the rest out on my own. Thanks.

+ Quote

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

- Kenny Stabler

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 27, 2007

Report post

BO FB Offtackle Left said:

jstout, can you give a couple of examples? For instance, if I wanted Buffalo to use uniform 2 against the Colts, what would I change the 00 00 00 00 to? Against the Dolphins? Against both? Something like that would probably let me figure the rest out on my own. Thanks.

Turn those bytes into HEX and put em in the appropriate spot in ROM and you're good to go. I made a little spreadsheet grid with the teams listed vertically and the teams playing against horizontally (in the proper ROM order, of course.) So this looks like 28 1's and 0's - which I group into 4 and convert to hex (0-F.)

So, if you have 1001 then in ROM you would put '9' or 1100 would be 'C'.

Here we go: 1101000000001000101001000000 => D008A40

Does that make sense?

Don't forget to change the "action sequence" part on ROM too.

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"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](#)

BO FB Offtackle

Posted May 28, 2007

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Left

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Members

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3,135 posts

Location: New York

sorry, thanks, but i already got the scoop from jstout through AIM. noticed something interesting with TSBM, though. When you "disable" the 3-color team at the hex location, you can't use TSBM to change any of the team's colors. You have to do it through hex. Drove me crazy for about 10 minutes before I realized what the hell was going on.

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



- Kenny Stabler

averagetsbplayer

Tecmo Legend



Members

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1,381 posts

Location: Madison, WI

Posted November 18, 2007

Report post

▼ jstout said:

x00 x00 x00 x00

i am unsure what the last four bits do here. what exactly is meant by 'AFC to NFC'? more importantly, why are there four bits and not just two, one for AFC, one for NFC? each team (including if it could play itself) is represented by one bit. however, the afc/nfc toggle is repressed by two bits each, or am i mistaken?

▼ jstout said:

x15 x06 x11 = NES Colors and Make Up Jersey 1

what does the middle hex value do here? x15 and x11 are the colors for the first jersey, but what does the x06 value do/mean?

EDIT: I figured out the first 6 hex values (the jerseys and skin color part)

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[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

averagetsbplayer

Tecmo Legend



Posted November 18, 2007

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1,381 posts

Location: Madison, WI

for the jerseys -

first hex value = helmet/pants color

second hex value = non-white player's skin color

third hex value = shirt/socks/pant stripe color

first 3 hex values = jersey 1

second 3 hex values = jersey 2

last 4 hex values = take the hex, convert to binary,

0 = first jersey, 1 = second jersey,

bit 1 = buffalo, bit 28 = atlanta,

bit 29 = AFC, bit 30 = NFC, bits 31 and 32 = 0

(the bits are in parenthesis for the 'alternate jersey' switches

Pointer to Team with 3 jerseys (one hex value) - x2C250

00 - Buffalo -> 1B - Atlanta, 1C = AFC?, 1D = NFC?, 1E = no team

Use Jersey 2 vs Team #s: x2C296, x2C29A, x2C29E, x2C2A2

Use Jersey 3 vs Team #s: x2C2A8, x2C2AC, x2C2B0

Team Jerseys (using above style): x2C410 to x2C418

Original Rom

Team	Hex Location	Hex Code	(Binary of
Buffalo	x2c2e4 -	25 06 11 15 06 21 00 00 00 00	(00000 0000
Indianapolis	x2c2ee -	30 06 11 30 06 11 00 00 00 00	(00000 0000 0000
Miami	x2c2f8 -	30 16 1c 30 06 2c 50 10 6c 20	(01010 0000 0
New England	x2c302 -	30 06 25 30 06 24 86 22 41 80	(10000 1100 01
NY Jets	x2c30c -	30 16 09 09 16 30 f5 5c 69 a0	(11110 1010 1
Cincinnati	x2c316 -	26 06 0f 26 06 30 d0 d0 04 30	(11010 0001 1
Cleveland	x2c320 -	26 06 30 36 06 17 80 20 93 00	(10000 0000 0
Houston	x2c32a -	30 06 21 21 06 30 70 04 49 a0	(01110 0000 0
Pittsburgh	x2c334 -	0f 16 28 28 16 0f 00 62 92 40	(00000 0000 11
Denver	x2c33e -	11 06 26 01 06 26 c0 01 00 60	(11000 0000 0
Kansas City	x2c348 -	25 0f 30 25 0f 16 00 00 00 00	(00000 0000 00
LA Raiders	x2c352 -	31 16 0f 10 16 30 40 84 2c 30	(01000 0001 0
San Diego	x2c35c -	38 06 11 01 16 30 f7 dd 6d ff	(11110 1111 1
Seattle	x2c366 -	31 16 11 31 06 30 e0 c1 2c 60	(11100 0001 1
Washington	x2c370 -	16 0f 30 06 0f 30 02 00 00 00	(00000 0100 0
NY Giants	x2c37a -	0f 16 11 11 06 30 84 d0 2c b0	(10000 1001 1
Philadelphia	x2c384 -	29 06 30 29 06 30 00 00 00 00	(00000 0000 00
Phoenix	x2c38e -	30 0f 16 31 0f 16 52 22 01 00	(01010 0100 01
Dallas	x2c398 -	10 16 01 10 16 01 00 00 00 00	(00000 0000 0
Chicago	x2c3a2 -	0f 16 30 0f 16 30 00 00 00 00	(00000 0000 0

Detroit x2c3ac - 31 06 21 10 06 11 21 04 00 00 (00100 0010 00
Green Bay x2c3b6 - 38 06 09 38 06 30 48 80 00 20 (01001 0001 00
Minnesota x2c3c0 - 14 06 30 14 06 30 00 00 00 00 (00000 0000 00
Tampa Bay x2c3ca - 30 06 27 30 06 27 00 00 00 00 (00000 0000 00
San Francisco x2c3d4 - 38 06 25 28 06 15 92 20 05 40 (10010 0100 0100
LA Rams x2c3de - 11 06 38 21 06 38 40 49 24 00 (01000 0000 10
New Orleans x2c3e8 - 28 16 0f 28 06 30 80 c0 30 10 (10000 0001 10
Atlanta x2c3f2 - 0f 16 00 10 0f 30 08 80 20 00 (00001 0001 00

Team with 3 jerseys - x2C250 - 0a

Jersey design x2c410 - 25 0f 30 25 0f 16 15 0f 30

Jersey 2 vs. teams:

x2C296 - 03

x2C29A - 0e

x2C29E - 16

x2C2A2 - 17

Jersey 3 vs. teams:

x2C2A8 - 00

x2C2AC - 05

x2C2B0 - 06

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quince3800 reacted to this



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averagetsbplayer

Tecmo Legend



Members

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Posted November 18, 2007

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k, i still have not been able to figure out those last four bits. i experimented a bit with San Diego, and those last four bits (all set to '1') seemed to have no effect. all that seemed to matter were the first 28 bits. any thoughts?

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1,381 posts

Location: Madison, WI

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averagetsbplayer

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1,381 posts

Location: Madison, WI

Posted December 29, 2007

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jstout

Tecmo Super Champion



Members

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537 posts

Posted December 29, 2007

Report post

averagetsbplayer said:

k, i still have not been able to figure out those last four bits. i experimented a bit with San Diego, and those last four bits (all set to '1') seemed to have no effect. all that seemed to matter were the first 28 bits. any thoughts?

The first 28 bits are the teams. The 29 and 30 bits are AFC and NFC but you wouldn't be able to tell since the teams don't play against them. The 31 and 32 bits are nothing but filler so there is nothing to find.

+ Quote



SBlueman

Tecmo Legend



Posted January 12, 2008

Report post

Anyone know how to find these in the new 32 team rom?

+ Quote Edit Options



Members

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1,048 posts

Location: San Jose, CA



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 12, 2008

Report post

cxrom posted this a couple weeks ago:
this is all for the NFC-West:
the numbers in "()" are length per team and "[]" is total length for all 4 teams
0x199C1 - sim data (\$30)[\$C0]
0x23FF0 - large helmet palettes (\$08)[\$20]
0x27FDB - run/pass ratio (\$01)[\$04]
0x2CF82 - in game jersey colors (\$0A)[\$28]
0x348F7 - action sequence palettes (\$08)[\$20]
0x34953 - division champ screen palettes (\$05)[\$14]
0x349D2 - conference champ screen palettes (\$04)[\$10]

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

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SBlueman

Tecmo Legend



Posted January 14, 2008

Report post

Odd....I can't seem to edit the uniforms once I get to the Bengals in the 32 team rom.

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Members

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1,048 posts

Location: San Jose, CA



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suprmnxxx

Starter



Members

+ 1

173 posts

Posted January 15, 2008

Report post

😊 ck out my new zip, at this thread, I edited unies for giants, cowboys,vickings, colt, and bears four of these teams didn't even have alternate unies and I threw in sum new endzones aswell

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