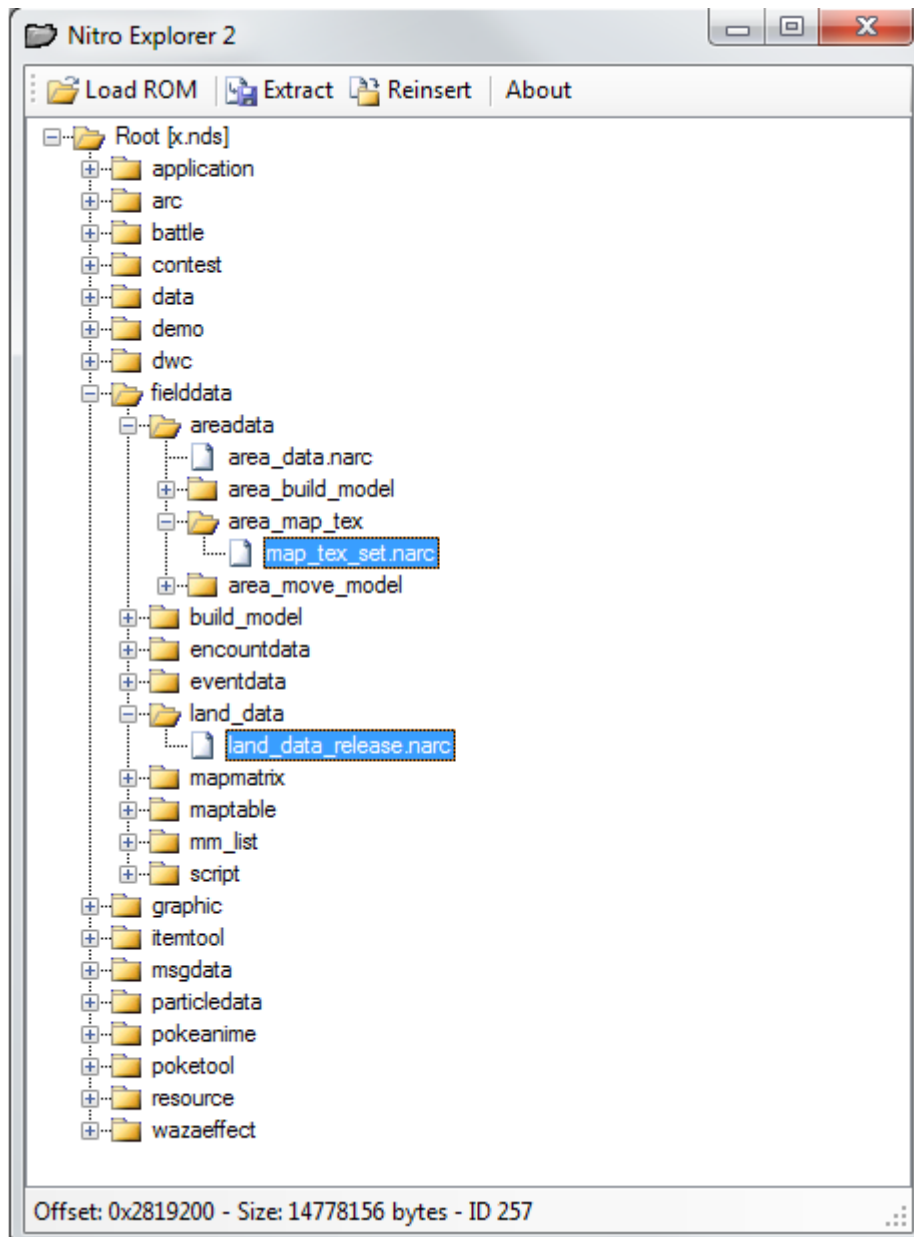


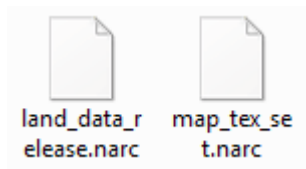
ROM data extraction (necessary for use)

To use the map viewer, at least texture files have to be extracted from a Pokémon NDS ROM (DPP/HG+SS). For this, you need the tools Nitro Explorer and kiwi.ds' NDS Edit.

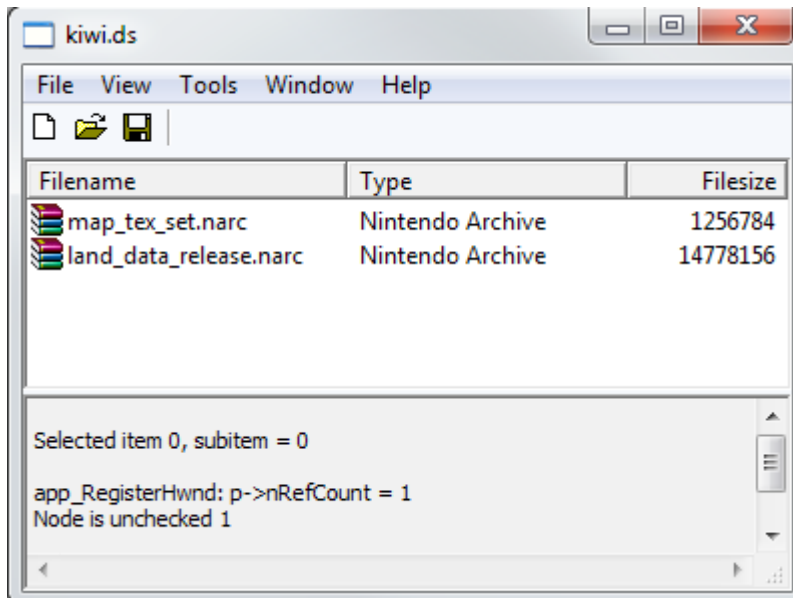
1. First of all, open the ROM in an extractor tool (Nitro Explorer, NDSTool).
2. In Nitro Explorer select the map texture and land data archives. In Diamond/Perl, the map texture archive is `/fielddata/areadata/area_map_tex/map_tex_set.narc`, in HG/SS it is `/a/0/4/4`. The map data archive in Diamond/Perl is `/fielddata/land_data/land_data_release.narc`, in HG/SS it is `/a/0/6/5` (obviously GameFreak had some fun in renaming these files for making future hacking harder, but maybe they should have looked at the filesizes, too? :p). Extract them to the same directory.



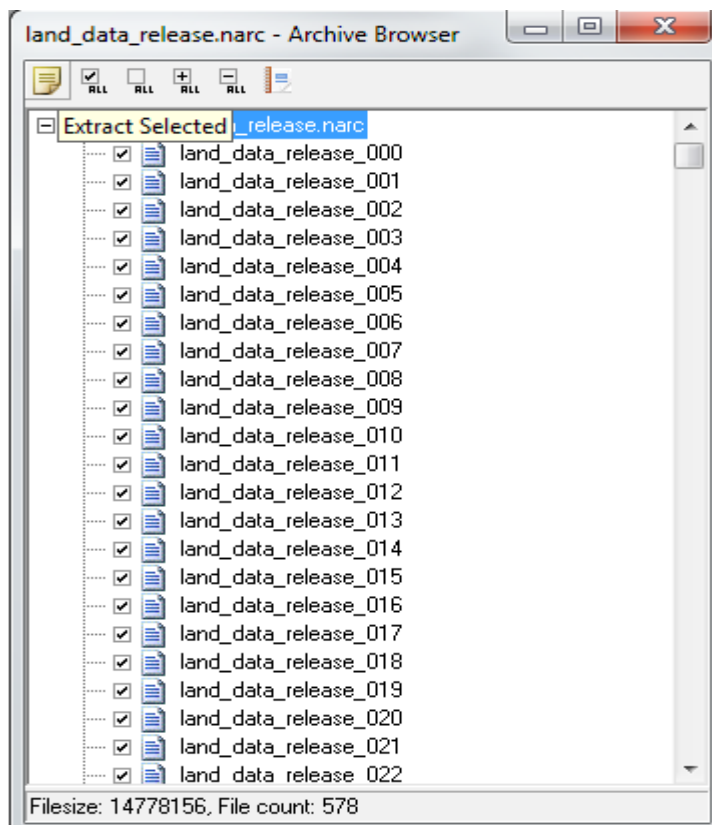
3. If all went well your extraction directory should contain the following files (for Diamond/Perl):



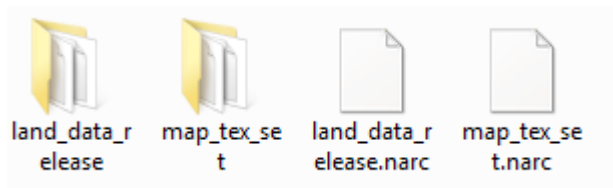
- Map data archive (land_data_release.narc)
 - Texture archive (map_texture.narc)
4. Open both files with a NARC extractor (kiwi.ds NDS Editor).



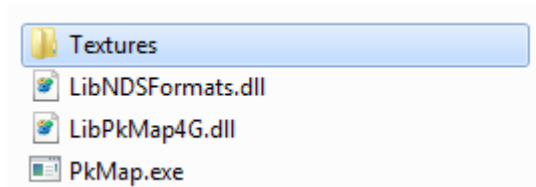
5. Extract both the texture and map data archives to the same directory (in NDS Editor, just double click each archive, select all and press 'Extract')



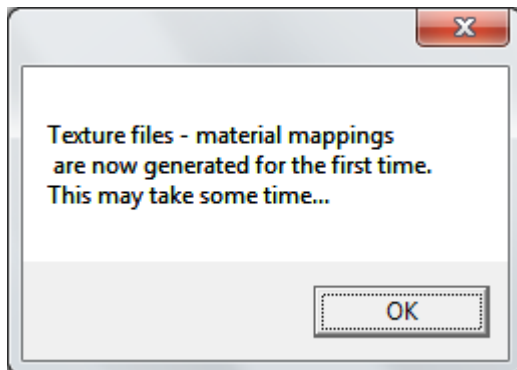
6. The extraction directory should now look like this:



- Map data archive (land_data_release.narc)
 - Texture archive (map_texture.narc)
 - Extraced contents of map data archive (land_data_release)
 - Extraced contents of texture archive (map_texture)
7. Copy the contents of the texture folder (all files in map_texture with extension *.btx) into the folder Textures of the map viewer.



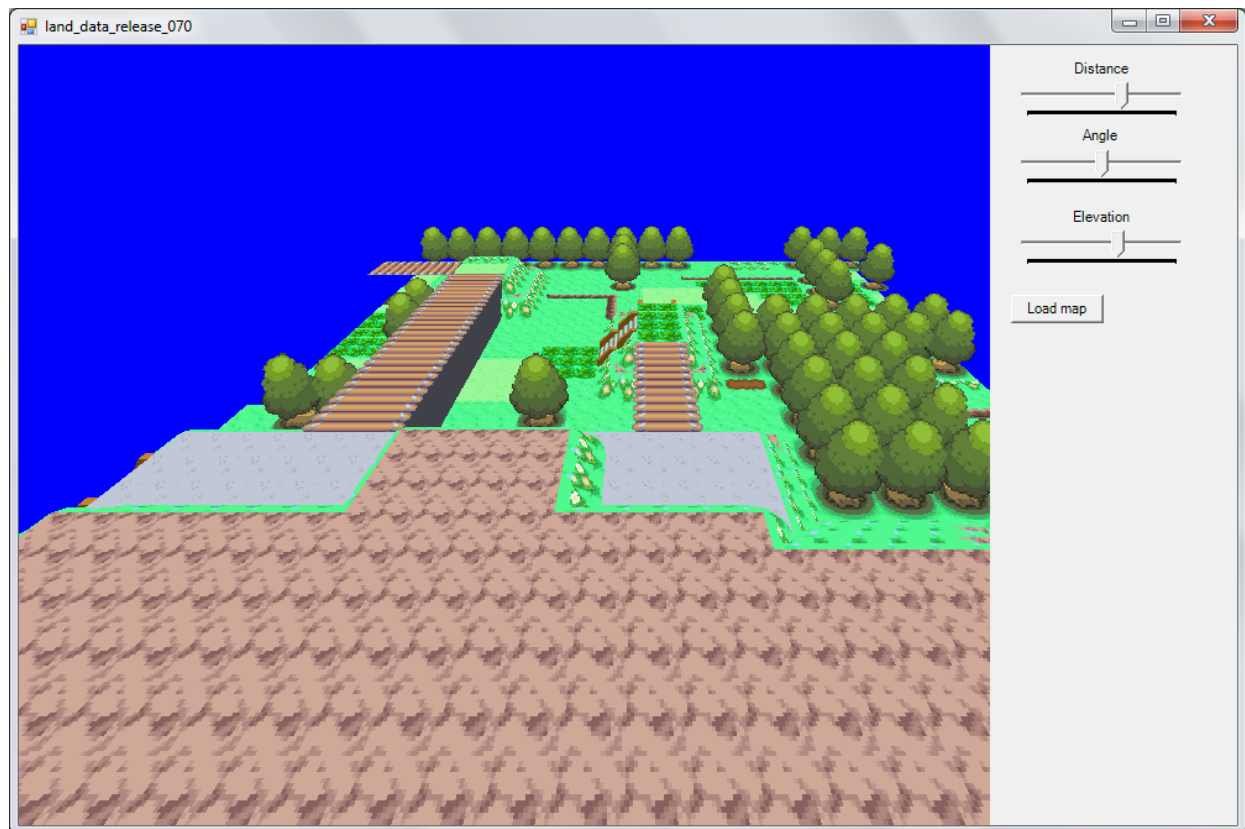
8. Start the viewer. It may be possible that you get this on your first start:



Should any problems arise during this step, there's a prepared texture / material file `materials_dp.txt` in the viewer directory which can be copied as `materials.txt` into the Textures folder

9. You're good to go! Press 'Load Map' to load a map (**contents of land_data_release**).

n__n



Known issues

- 'Glitchy texture' bug.
- Not every map can be loaded for now.