



Version History

DREditor

Version	Comment
0.0.3	First (good) version
0.0.4	Added BMFont import feature

Manual

Version	Comment
1	First manual
2	Added instructions for the BMFont import feature

What can DREditor do?

It can:

- Unpack data files from the Dangan Ronpa ISO.
- Convert script files and image files to and from editable formats.
- Repack the edited files and build a new, edited ISO.

It can't:

- Translate script files for you.
- Convert certain, unknown formats such as data files of trial minigames.

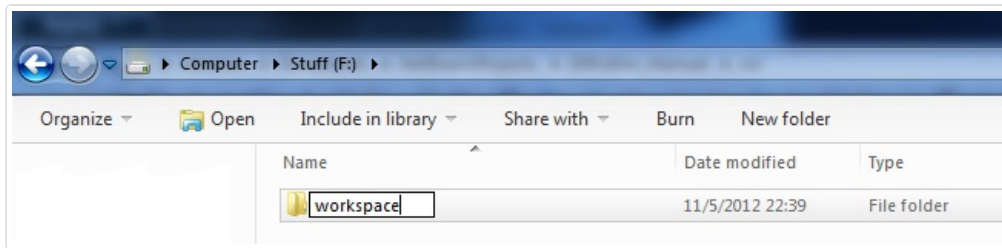
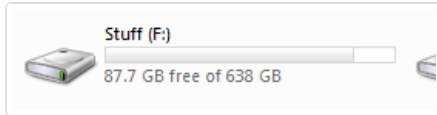
Requirements

- 1) Basic programming knowledge in Javascript (or any C-like language) and HTML/XML.
- 2) A PSP with CFW 6.39+ or a copy of JPCSP for testing.

Steps

Part 1: Prerequisites

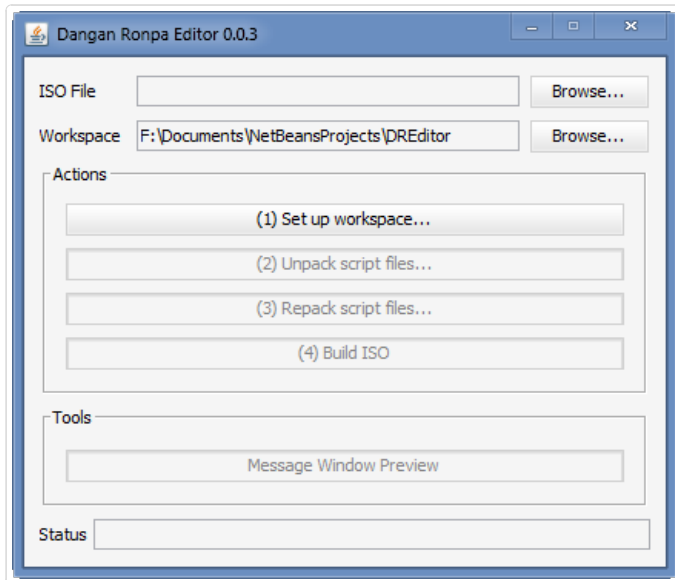
- 1) Install [Java Runtime 7 \(or newer\)](#).
- 2) Install a text editor such as [Notepad++](#).
- 3) Download the [Dangan Ronpa \("PSP The Best" version\) ISO](#).
- 4) Make a "workspace" folder on a drive with 4 or more GB of free space.



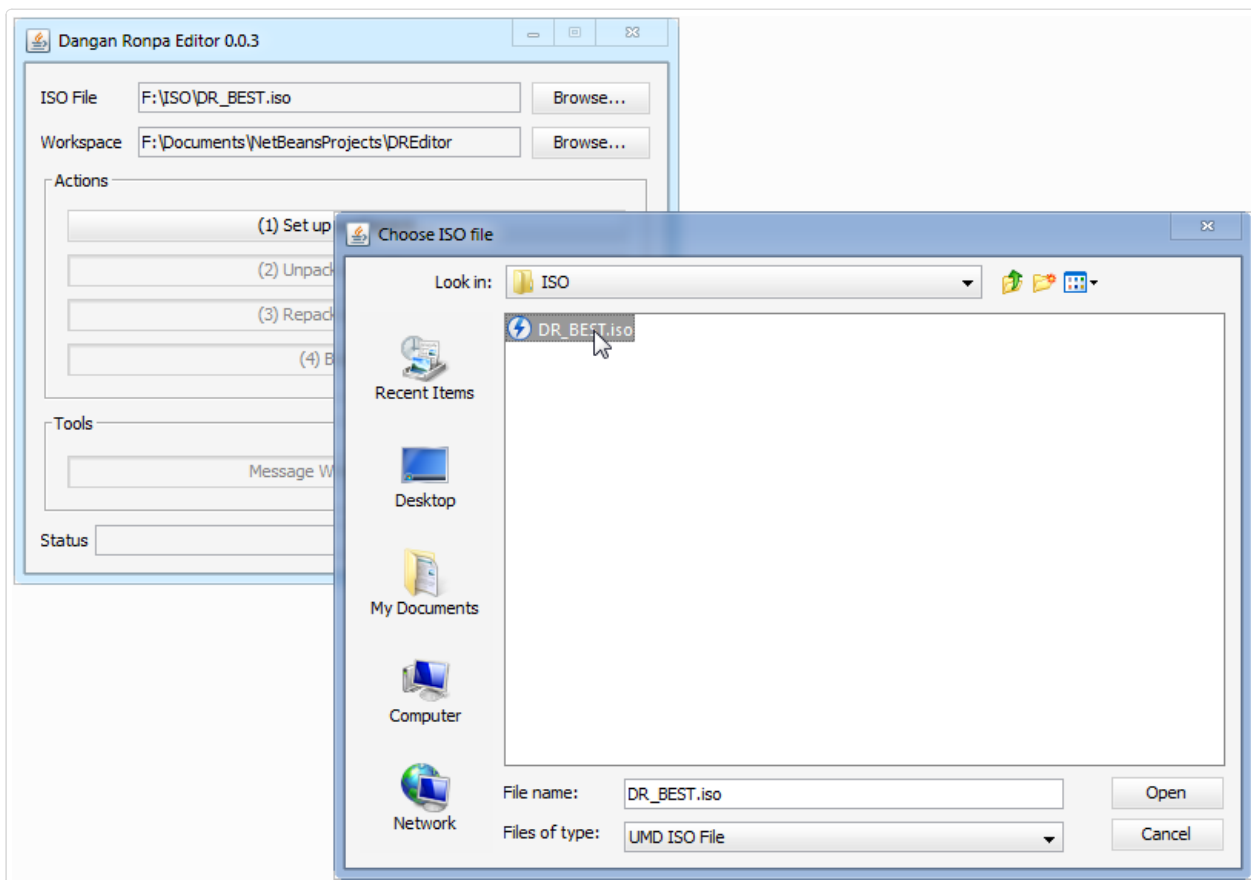
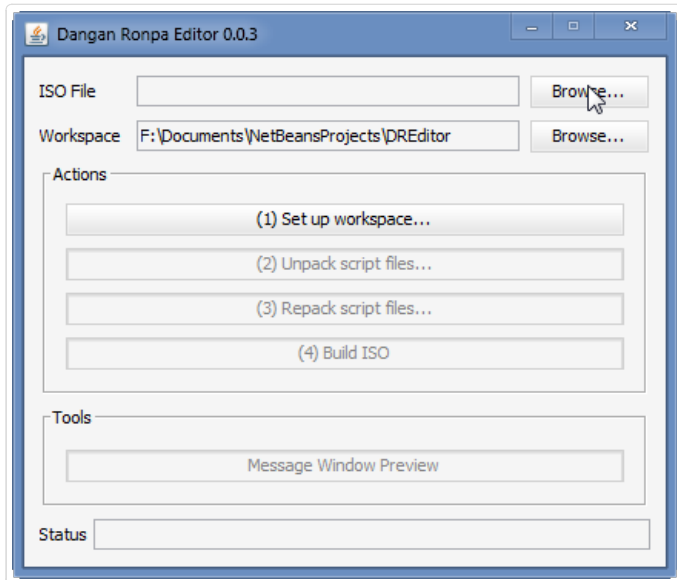
Part 2: Set Up Your Workspace

1) Launch DREditor by double-clicking "DREditor.jar".

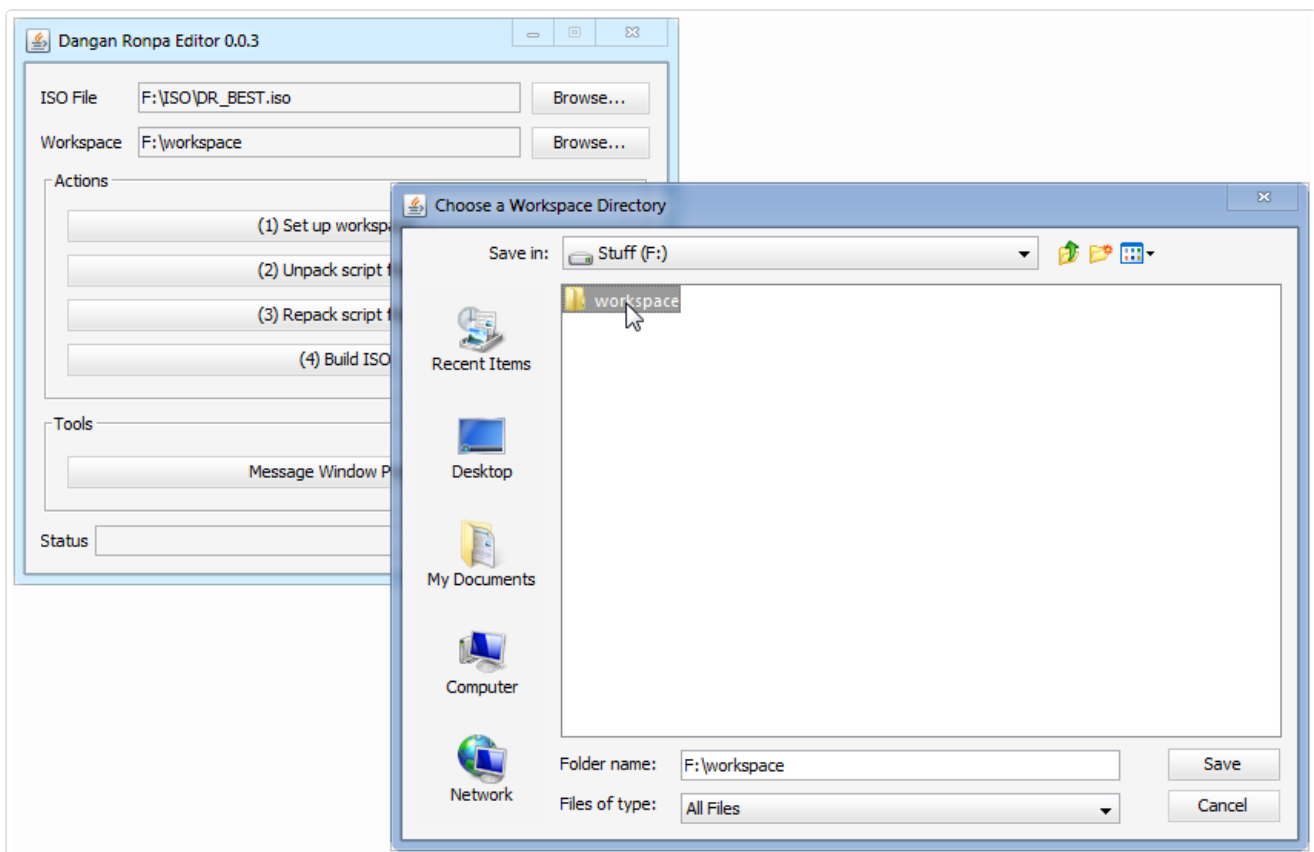
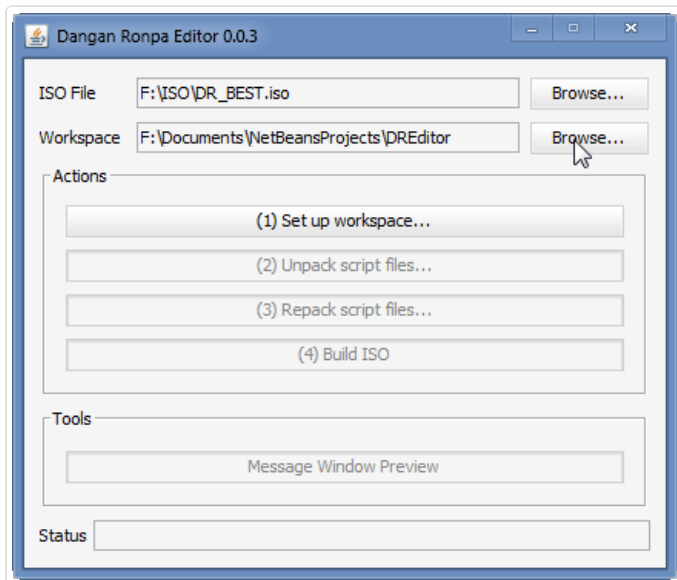
Name	Date modified	Type	Size
lib	10/11/2012 17:53	File folder	
DREditor.jar	10/11/2012 17:53	Executable Jar File	247 KB



2) Click the "Browse..." button to the right of "ISO File" and choose the Dangan Ronpa ISO file.

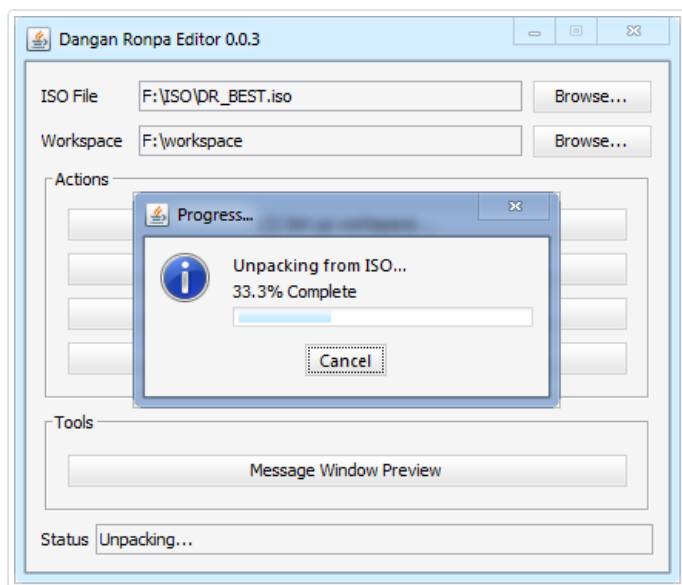
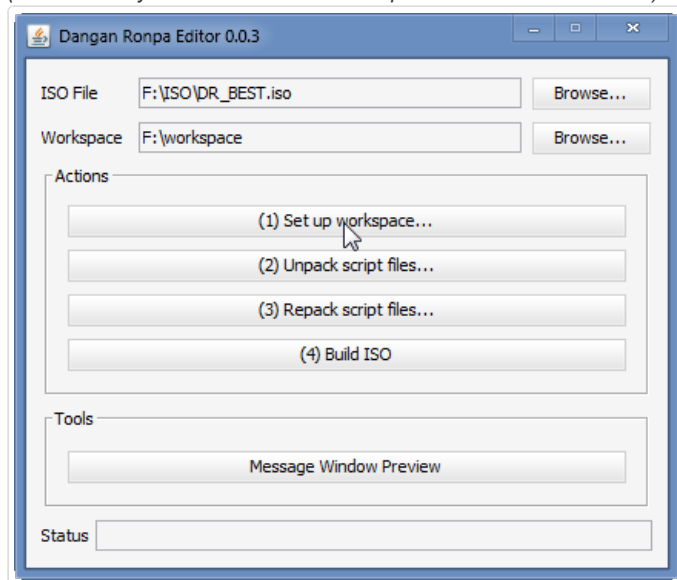


3) Click the "Browse..." button to the right of "Workspace" and choose the "workspace" folder you made.



4) Click on "(1) Set up workspace..."

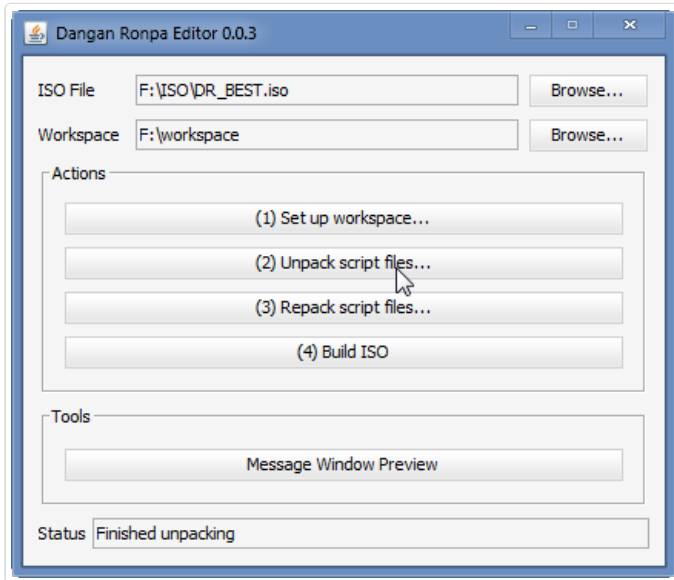
(DREditor may take a few minutes to unpack files from the ISO file.)



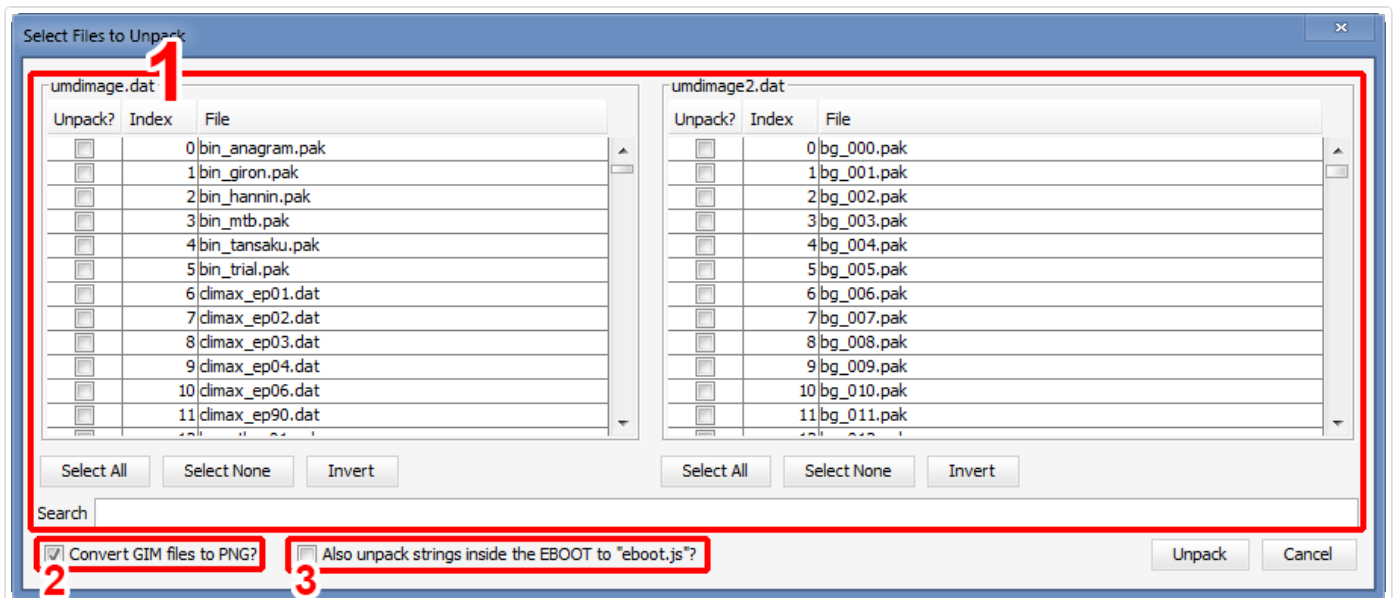
You only need to do parts 1 and 2 once in order to set up your workspace. Now we get to the important parts, which you will need to do multiple times.

Part 3: Unpack Script Files

1) Click on "(2) Unpack script files..."

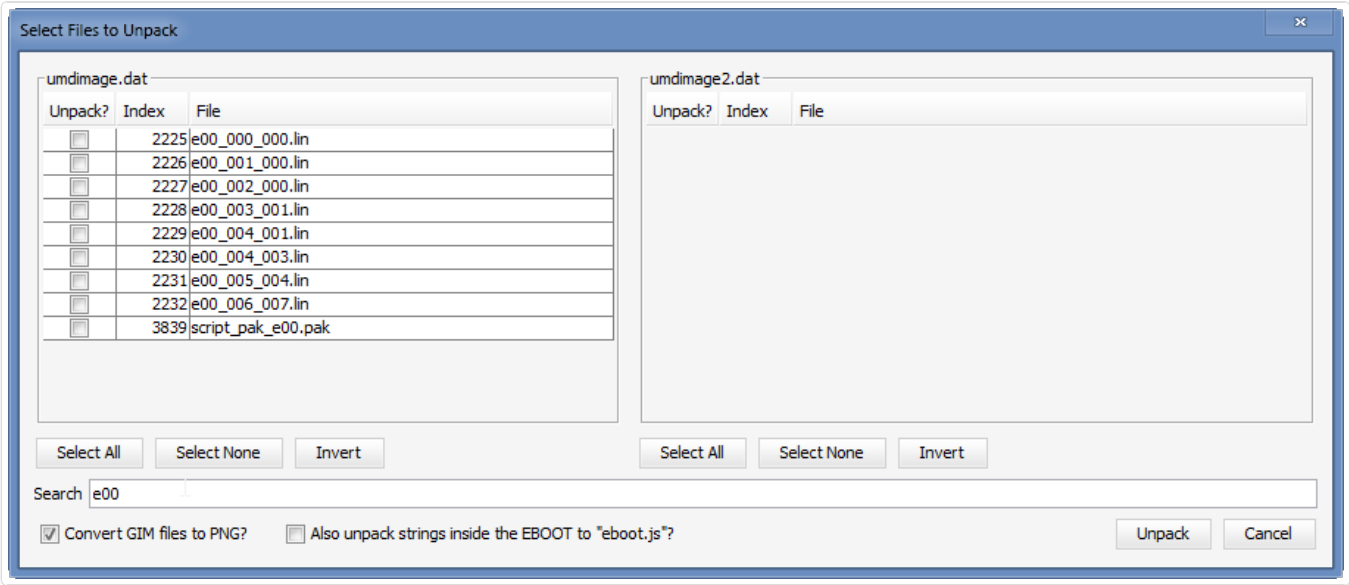


2) This is the Unpack dialog. You can use this dialog to unpack and convert files.



1. File selection

Select the files you want to unpack. Use the "Search" text box to narrow down files.



Here are some files that you may be interested in:

Important files under "umdimage.dat"		
Indices	File Name Pattern	Contents
1264-1452	fla_XXX.pak	Event CGs
2193-2224		Menu files
2225-3806	eXX_XXX_XXX.lin	Main script files

Important files under "umdimage2.dat"		
Indices	File Name Pattern	Contents
169	font.pak	Font file (000.bin and 002.bin are BMP files)

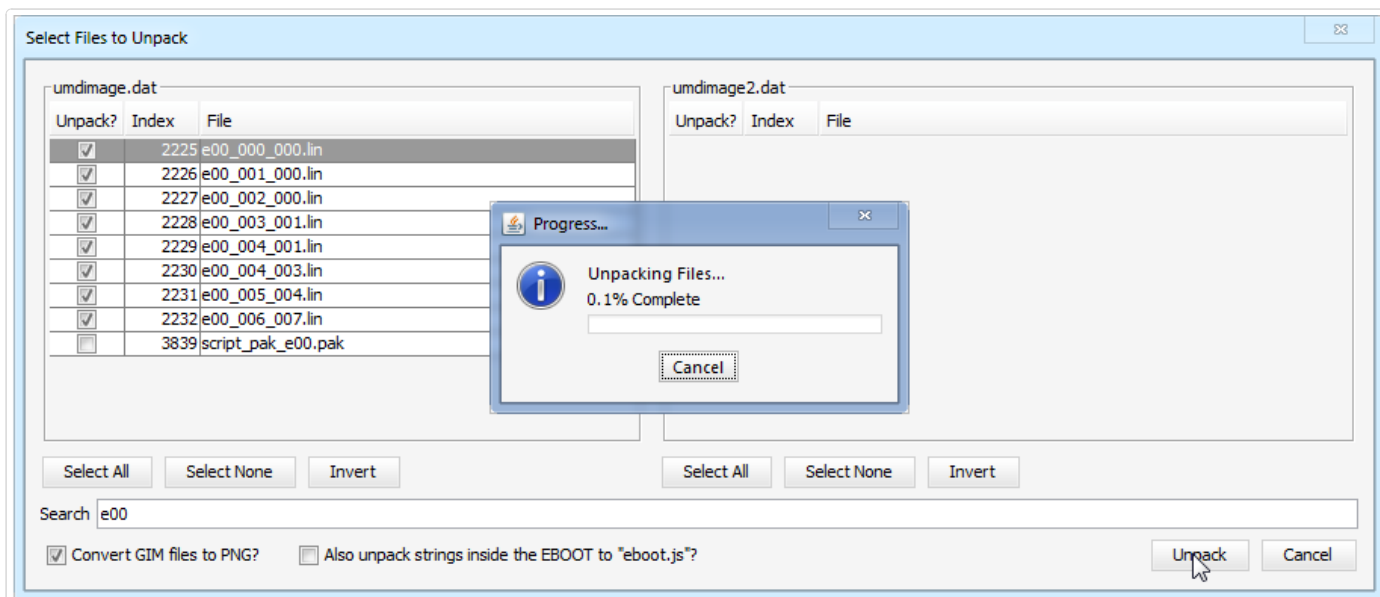
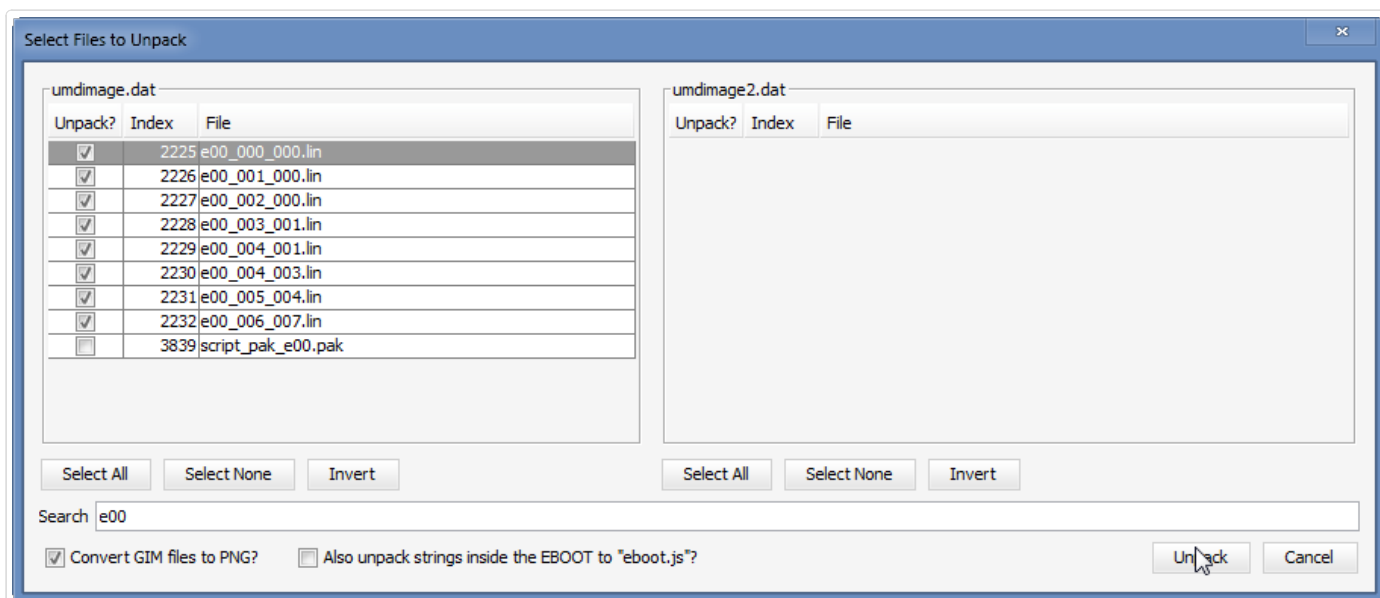
2. Convert GIM files to PNG?

Check this option if you want DREditor convert image files from GIM (Sony's image format) to PNG. Basically, check this option if you want to be able to edit image files.

3. Also unpack strings inside the EBOOT to "eboot.js"?

There are some Japanese text inside the EBOOT (executable file) itself. Check this option if you want DREditor to extract it.

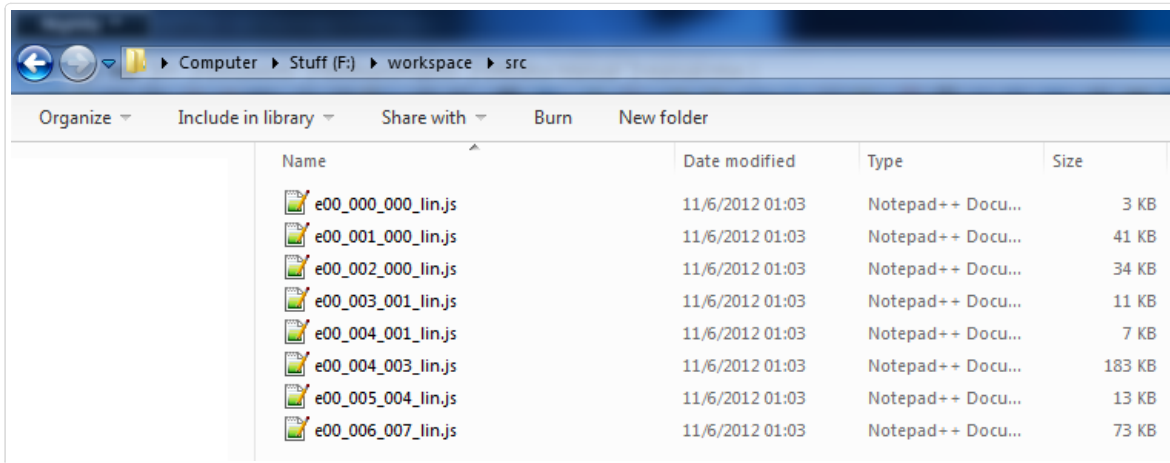
3) Once you've chosen your files and gone over the options, press "Unpack". If you selected many files, you may need to wait a few minutes.



It's time to use the text editor that you installed.

Part 4: Edit Script Files

1) Navigate to the "src" folder in your "workspace" folder. You should see the files that you unpacked. Their file names are similar to the file names in the Unpack dialog.

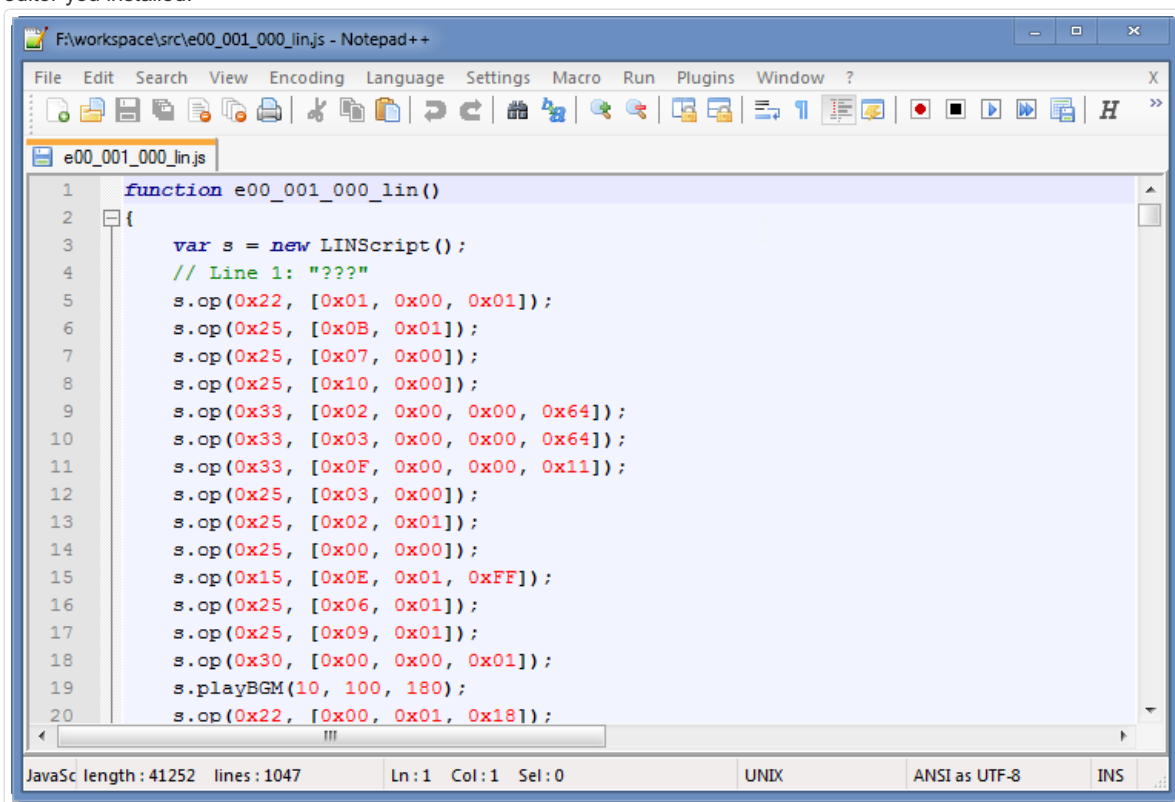


Name	Date modified	Type	Size
e00_000_000_lin.js	11/6/2012 01:03	Notepad++ Docu...	3 KB
e00_001_000_lin.js	11/6/2012 01:03	Notepad++ Docu...	41 KB
e00_002_000_lin.js	11/6/2012 01:03	Notepad++ Docu...	34 KB
e00_003_001_lin.js	11/6/2012 01:03	Notepad++ Docu...	11 KB
e00_004_001_lin.js	11/6/2012 01:03	Notepad++ Docu...	7 KB
e00_004_003_lin.js	11/6/2012 01:03	Notepad++ Docu...	183 KB
e00_005_004_lin.js	11/6/2012 01:03	Notepad++ Docu...	13 KB
e00_006_007_lin.js	11/6/2012 01:03	Notepad++ Docu...	73 KB

As of this writing, script files are the only files that can be easily edited. Editing event CGs may require some hex editing.

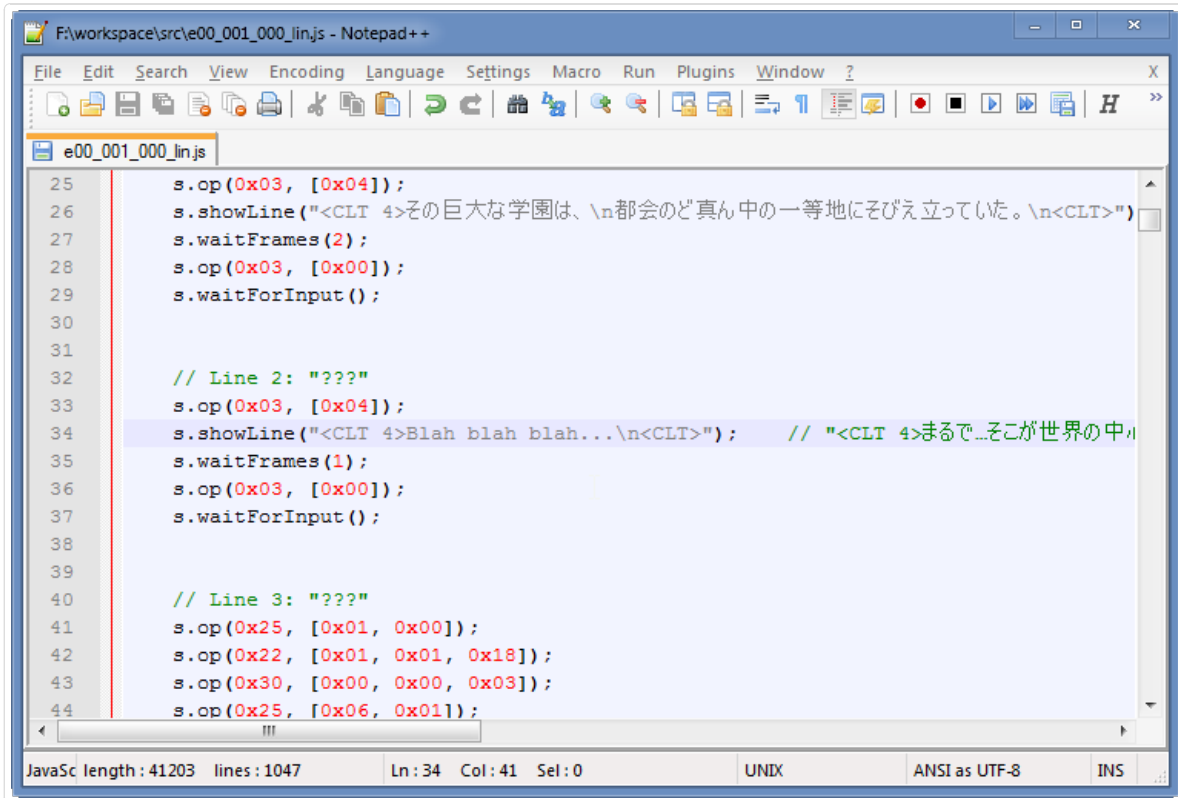
Editing script files:

1. In this example, I will be editing "e00_001_000.lin", the first script file that the game shows. Please open "e00_001_000_lin.js" in the text editor you installed.



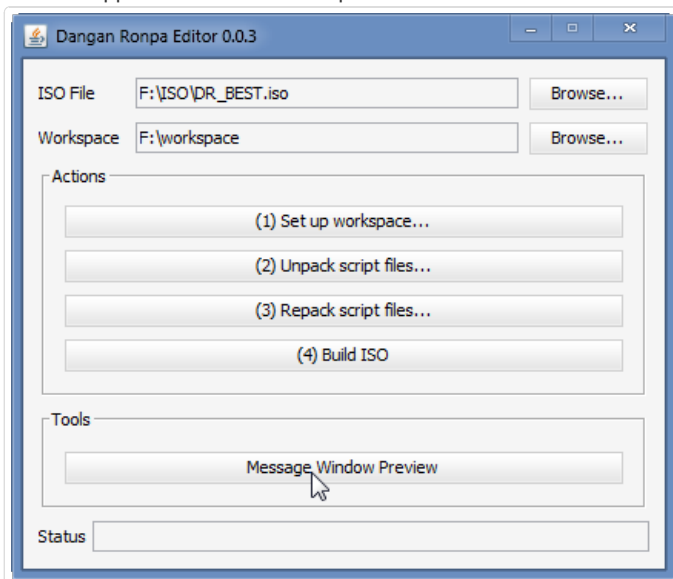
```
function e00_001_000_lin()
{
    var s = new LINScrip();
    // Line 1: "???"
    s.op(0x22, [0x01, 0x00, 0x01]);
    s.op(0x25, [0x0B, 0x01]);
    s.op(0x25, [0x07, 0x00]);
    s.op(0x25, [0x10, 0x00]);
    s.op(0x33, [0x02, 0x00, 0x00, 0x64]);
    s.op(0x33, [0x03, 0x00, 0x00, 0x64]);
    s.op(0x33, [0x0F, 0x00, 0x00, 0x11]);
    s.op(0x25, [0x03, 0x00]);
    s.op(0x25, [0x02, 0x01]);
    s.op(0x25, [0x00, 0x00]);
    s.op(0x15, [0x0E, 0x01, 0xFF]);
    s.op(0x25, [0x06, 0x01]);
    s.op(0x25, [0x09, 0x01]);
    s.op(0x30, [0x00, 0x00, 0x01]);
    s.playBGM(10, 100, 180);
    s.op(0x22, [0x00, 0x01, 0x18]);
}
```

2. First, let's edit the string on line 34, which is the second line of the game. The XML tags around the text are for colored text, so just leave them alone.



```
25 s.op(0x03, [0x04]);
26 s.showLine("<CLT 4>その巨大な学園は、\n都会のど真ん中の一等地にそびえ立っていた。\\n<CLT>");
27 s.waitFrames(2);
28 s.op(0x03, [0x00]);
29 s.waitForInput();
30
31
32 // Line 2: "???"
33 s.op(0x03, [0x04]);
34 s.showLine("<CLT 4>Blah blah blah...\\n<CLT>"); // "<CLT 4>まるで...そこが世界の中"
35 s.waitFrames(1);
36 s.op(0x03, [0x00]);
37 s.waitForInput();
38
39
40 // Line 3: "???"
41 s.op(0x25, [0x01, 0x00]);
42 s.op(0x22, [0x01, 0x01, 0x18]);
43 s.op(0x30, [0x00, 0x00, 0x03]);
44 s.op(0x25, [0x06, 0x01]);
```

3. You can use "Message Window Preview" in DREditor to help you edit strings. This dialog emulates the text window of the game, though it doesn't support colored text markup.



4. If you repack the script file, build the ISO (see parts 5 and 6), copy it to your PSP, and start a new game, the result looks like this.



5. Generally speaking, only the part that starts with "s.op(0x03," and ends with "s.waitForInput();" actually displays the dialog. If you want to add a new line, you can duplicate that part.

```
F:\workspace\src\e00_001_000_lin.js - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
e00_001_000_lin.js
28 s.op(0x03, [0x00]);
29 s.waitForInput();
30
31
32 // Line 2: "???"
33 s.op(0x03, [0x04]);
34 s.showLine("<CLT 4>Blah blah blah...\n<CLT>"); // "<CLT 4>まるで...そこが世界の中
35 s.waitFrames(1);
36 s.op(0x03, [0x00]);
37 s.waitForInput();
38
39 s.op(0x03, [0x04]);
40 s.showLine("<CLT 4>More blah blah blah...\n<CLT>"); // "<CLT 4>まるで...そこが世界
41 s.waitFrames(1);
42 s.op(0x03, [0x00]);
43 s.waitForInput();
44
45
46 // Line 3: "???"
47 s.op(0x25, [0x01, 0x001]);
JavaSc length: 41426 lines: 1053 Ln: 40 Col: 30 Sel: 0 UNIX ANSI as UTF-8 INS
```

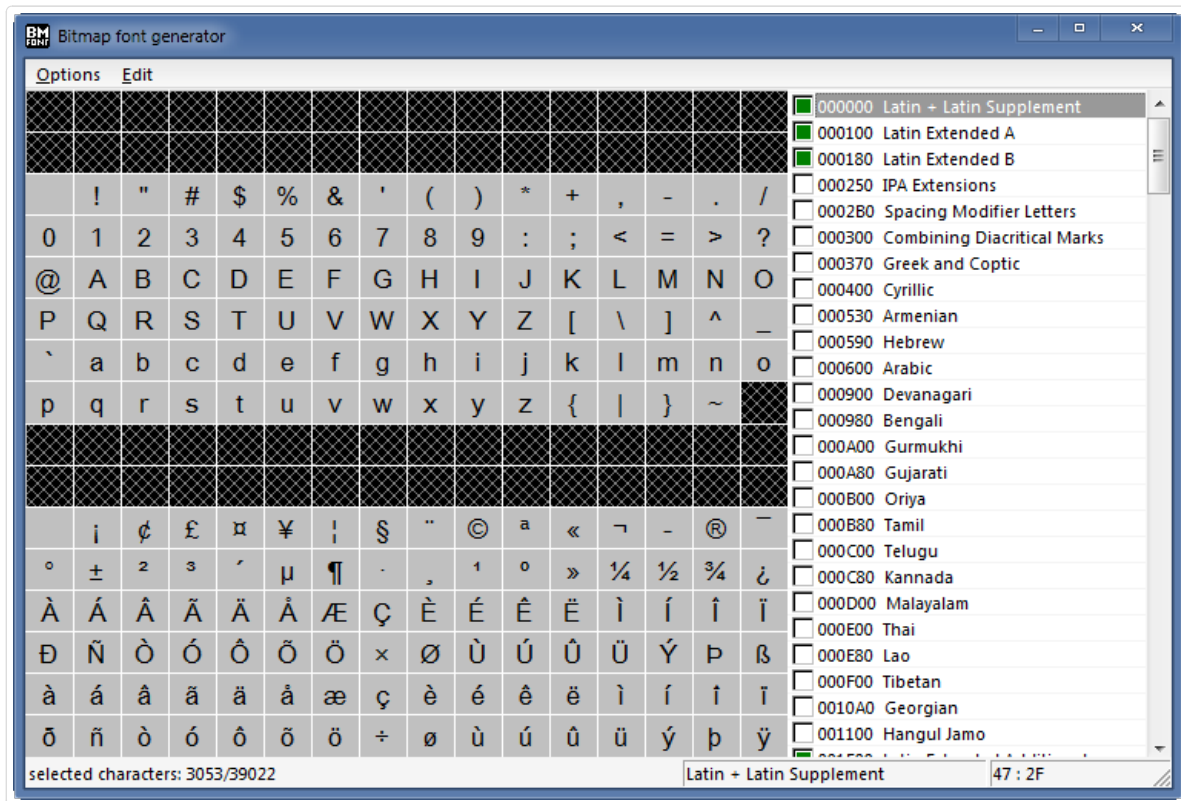
6. You can also delete or comment out that part in order to remove that line.

If you need more documentation, see [this page](#) or [my translation files](#).

If your language contains glyphs that are not in Dangan Ronpa's default font, you need to make a new font.

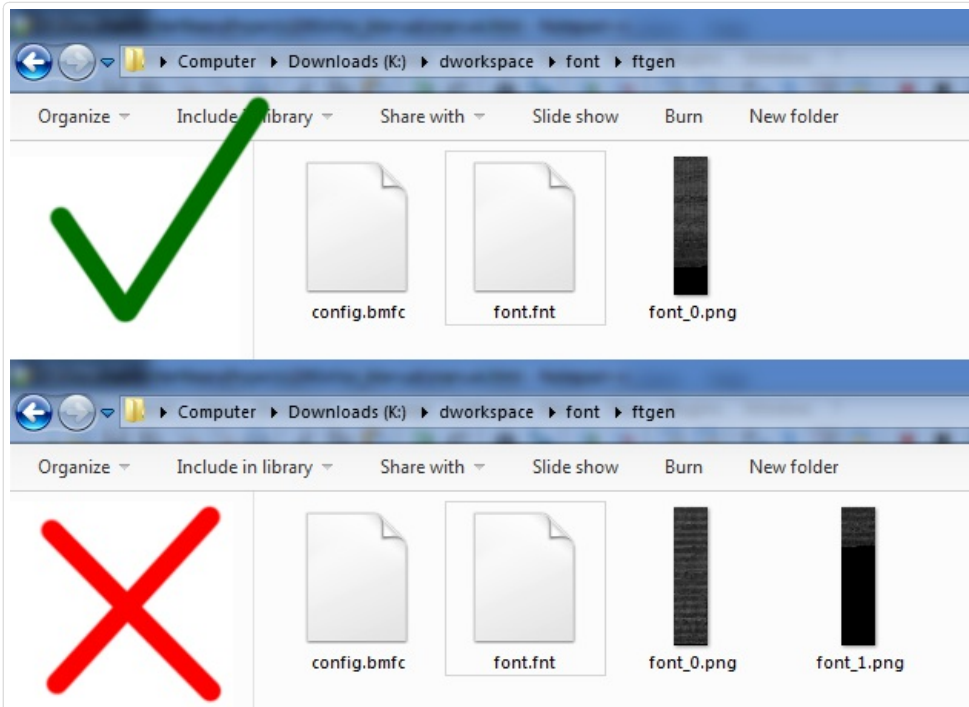
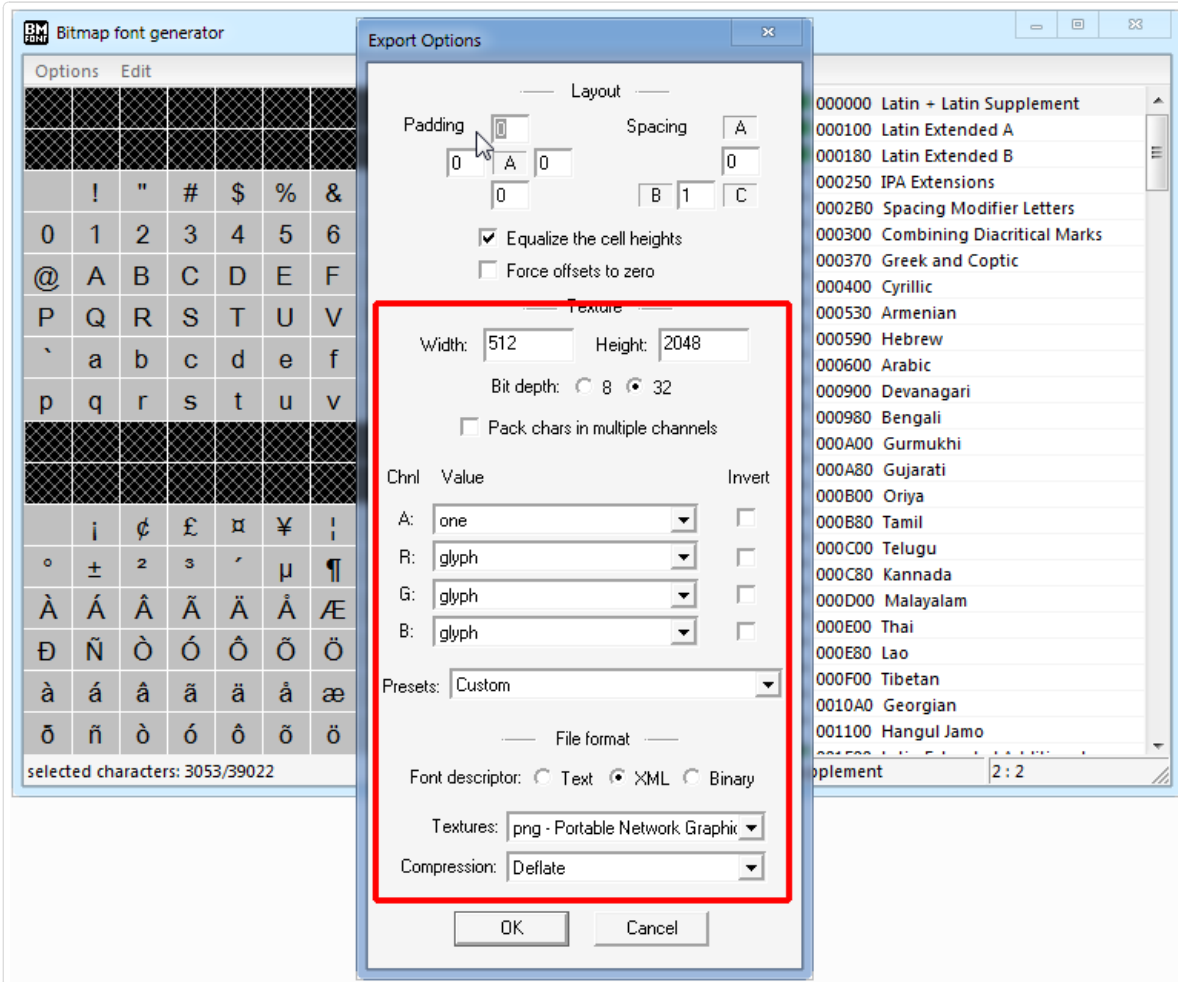
Import BMFont font file:

1. Install [BMFont](#).

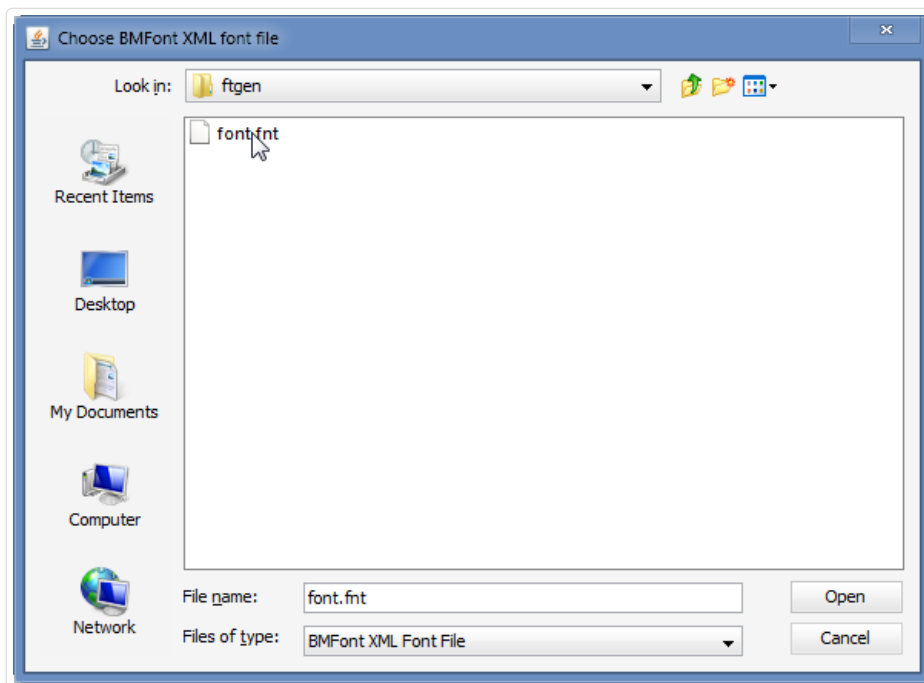
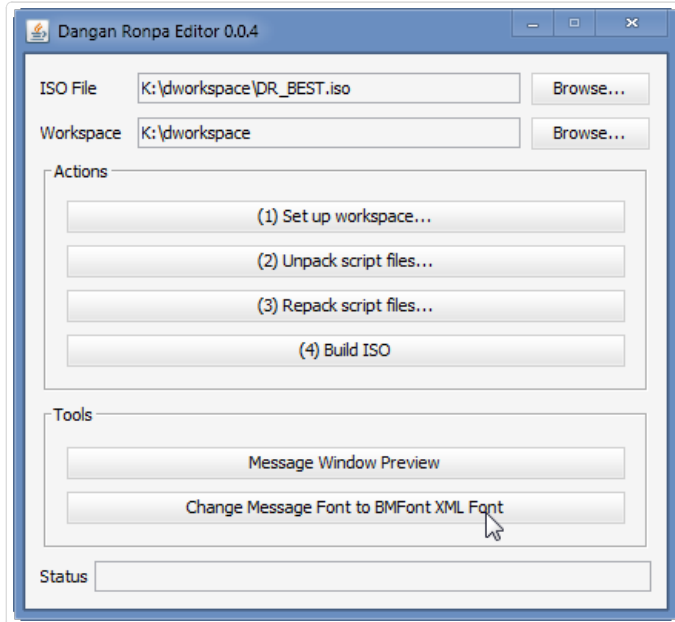


2. Use BMFont to create a font to replace Dangan Ronpa's message font. Here are some BMFont tutorials.
 - [Creating Fonts with BMFont](#)
 - [Making bitmap fonts](#)

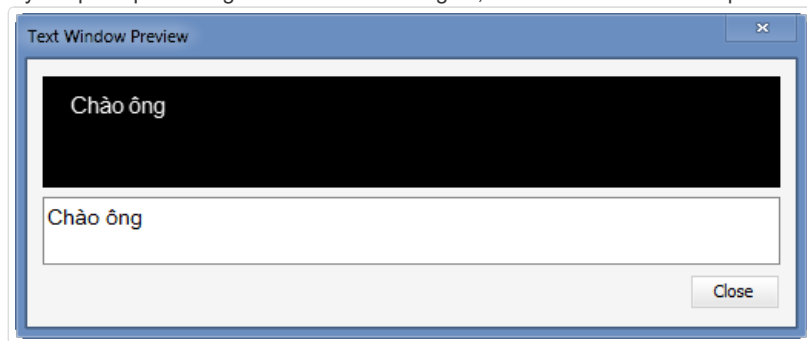
3. When you're exporting your font, make sure that your export options look like this, and that there's only one page.



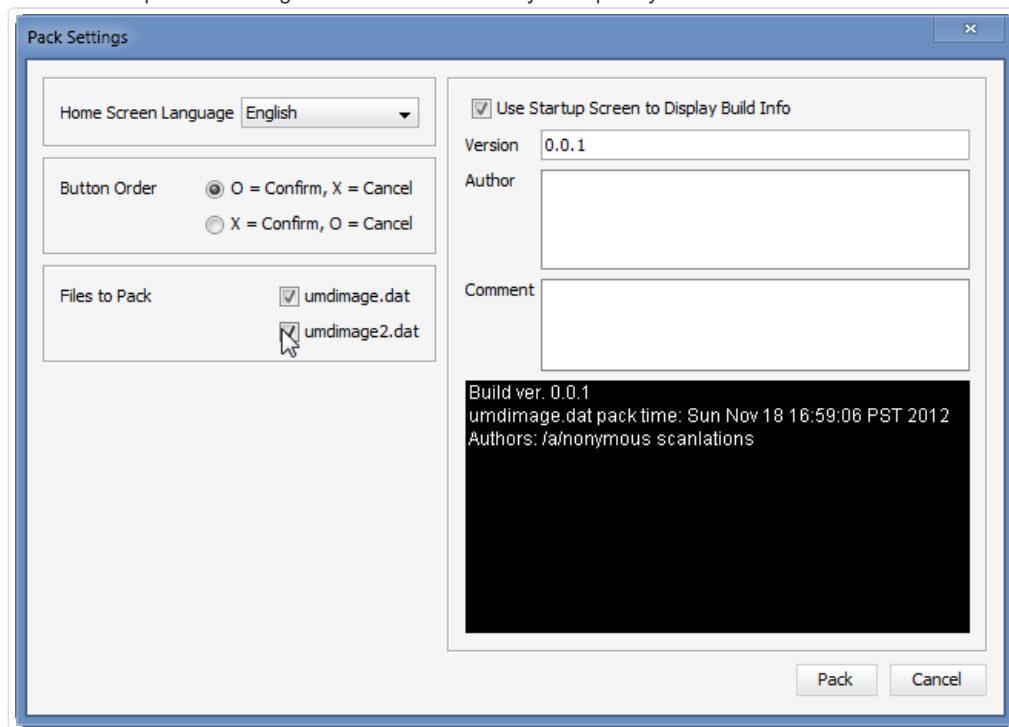
4. Press "Change Message Font to BMFont XML Font", and open the ".fnt" file you exported.



5. If you open up "Message Window Preview" again, the font should now be updated.

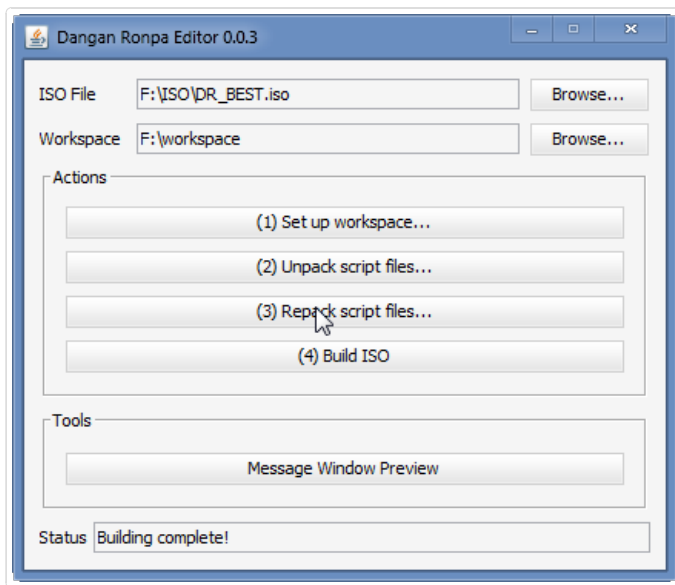


6. Remember to pack "umdimage2.dat" on the next time your repack your files.



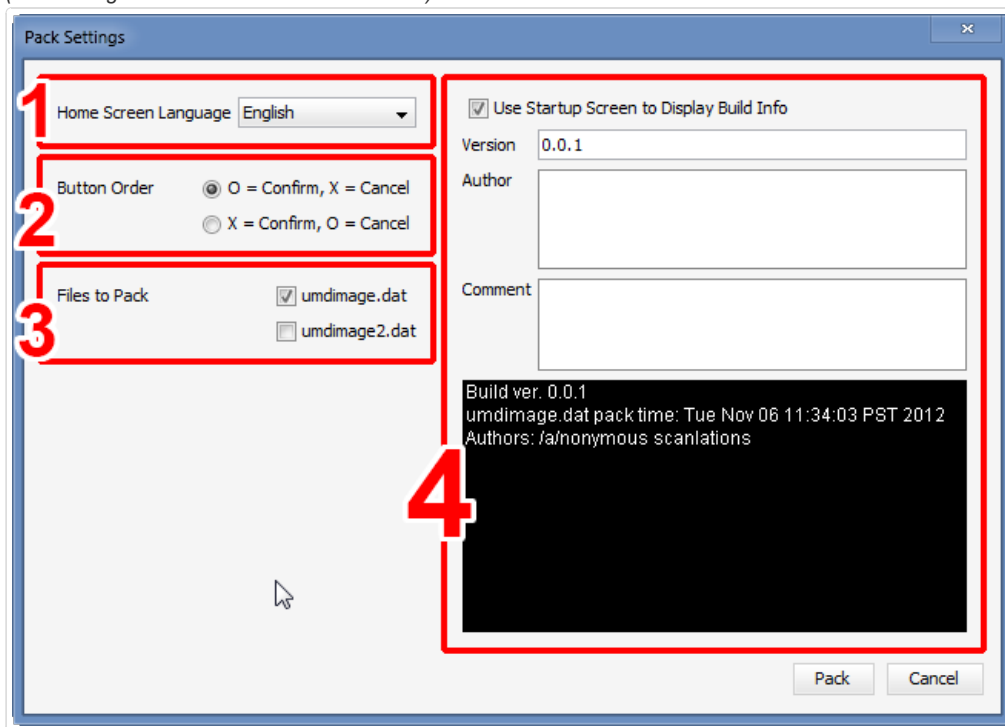
Part 5: Repack Script Files

1) Press "(3) Repack script files..."



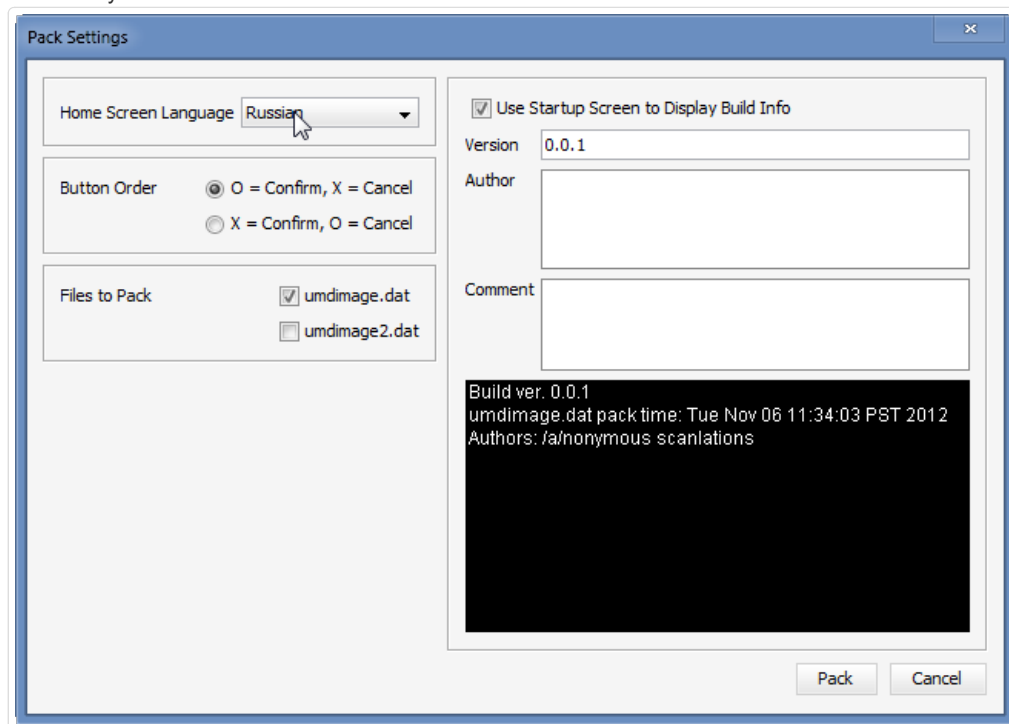
2) This is the Repack dialog. Use this to convert your edited files back to PSP format.

(This dialog **does not** create a new ISO file.)



1. Home screen language

Change the language used on the home screen and save screen of the game. The options are the only languages that Sony has included by default.



2. Button order

Generally speaking, the game uses the O button as the "confirm" button and the X button as the "cancel" button, which is the norm for Japanese games. You can switch that by choosing the "X = Confirm, O = Cancel".

3. Files to pack

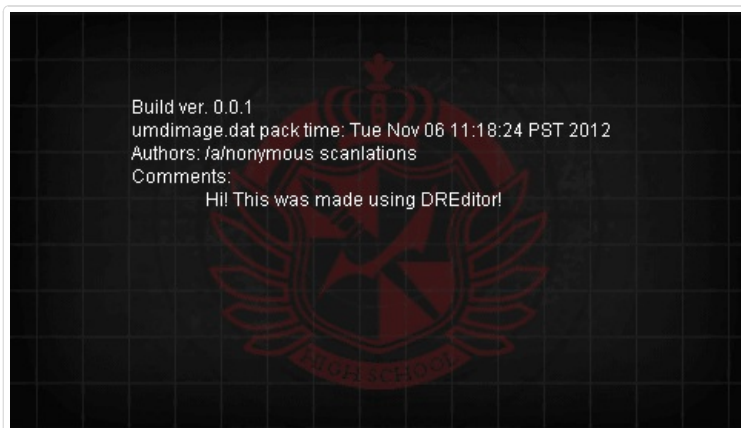
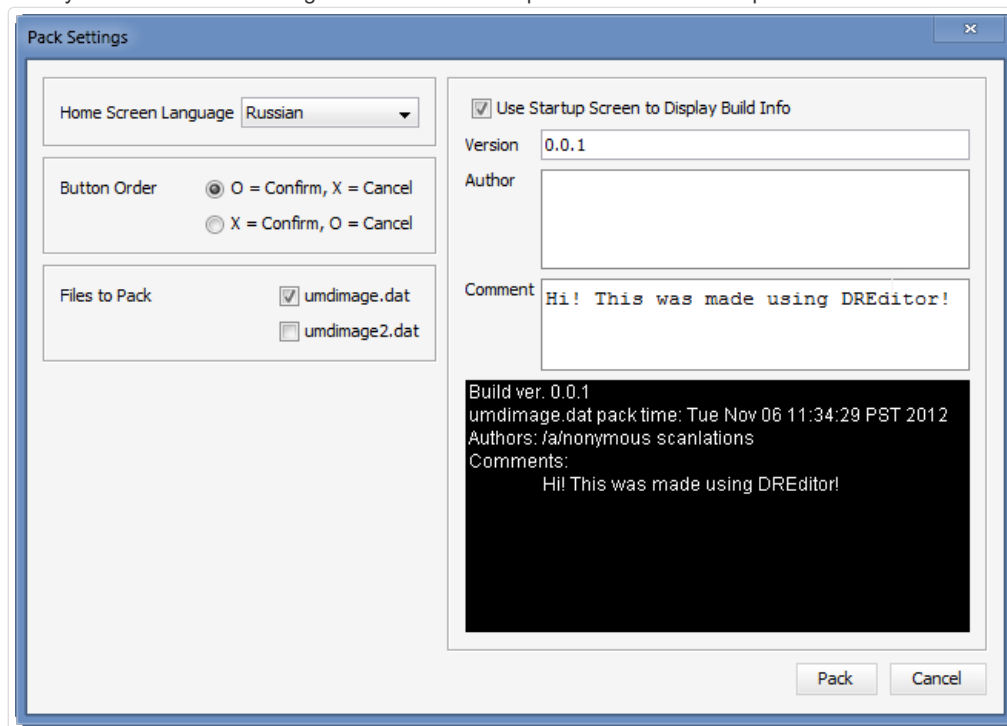
You can select files you want to pack. This depends which files you unpacked script and data files from part 3.

Generally speaking, you'll only need to pack "umdimage.dat" most of the time.

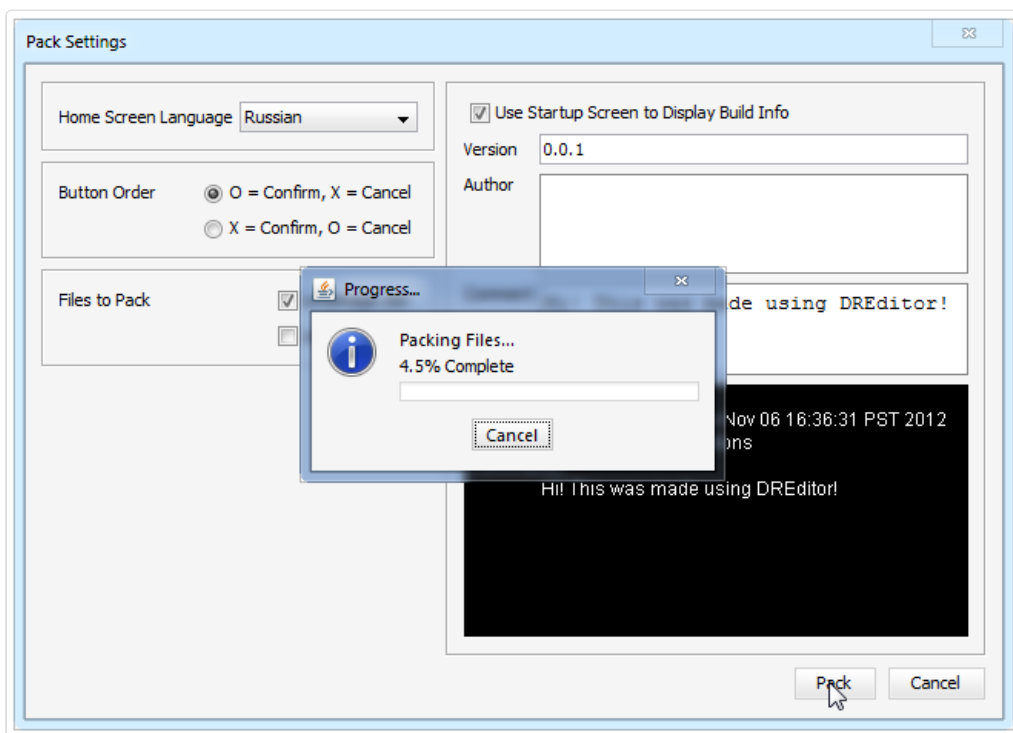
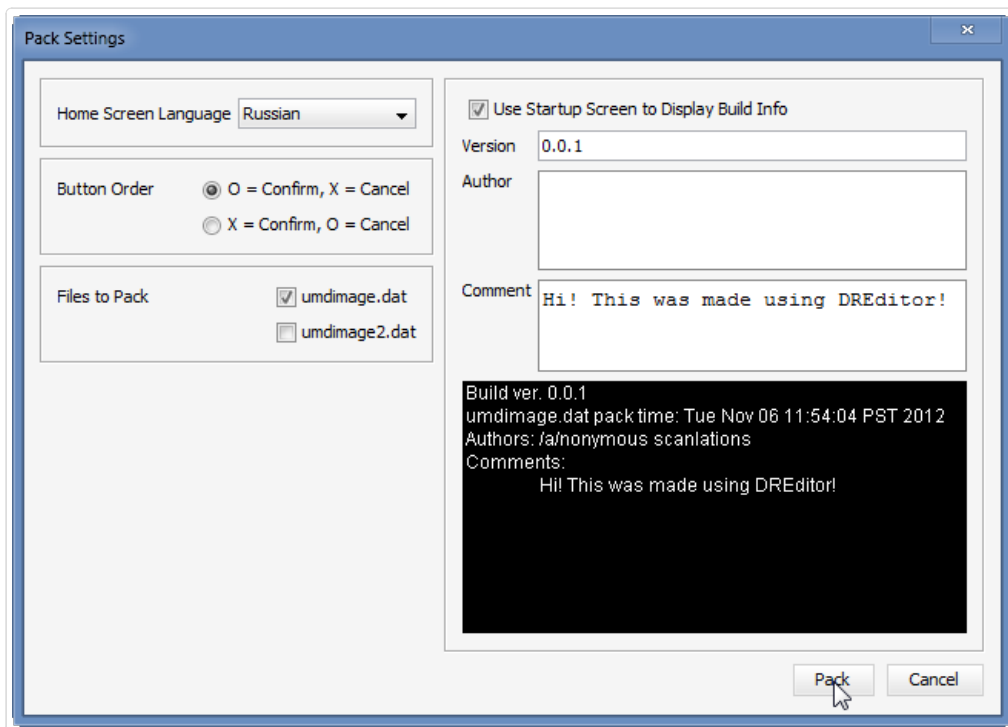
4. Use Startup Screen to Display Build Info

This option allows you to make one of the startup screens of the game display information.

Note: you must select "umdimage.dat" under "Files to pack" in order for this option to work.

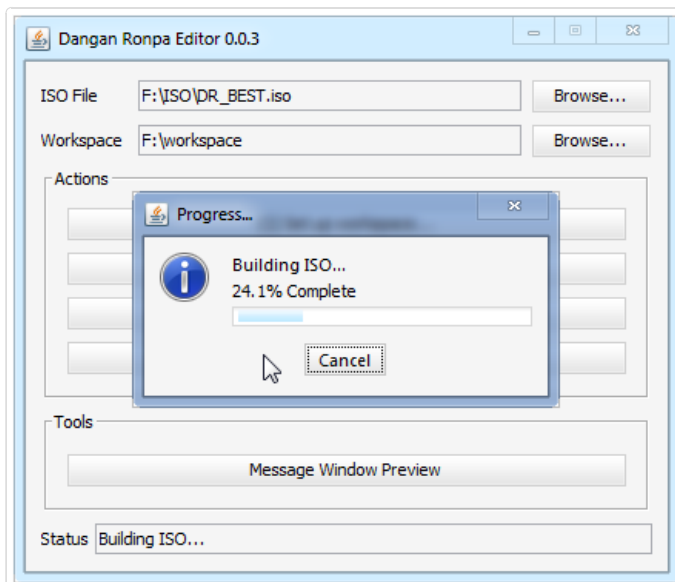
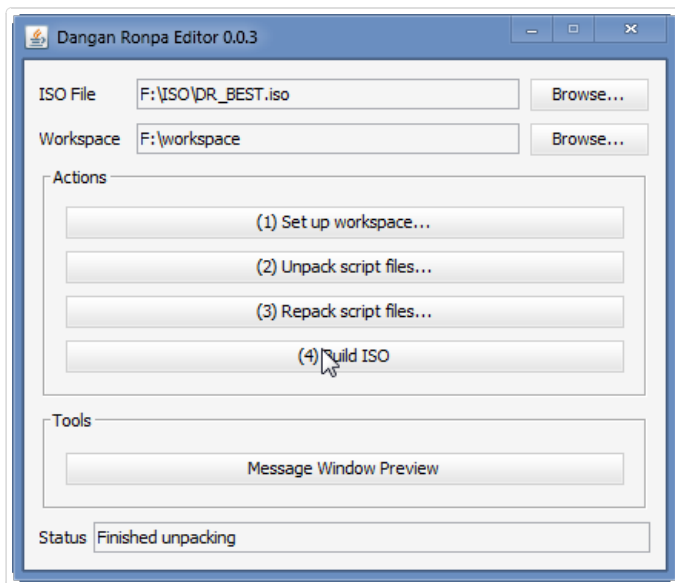


3) Press "Pack" to pack the files you selected. The new files will contain the files that you unpacked and edited, as well as the other files.

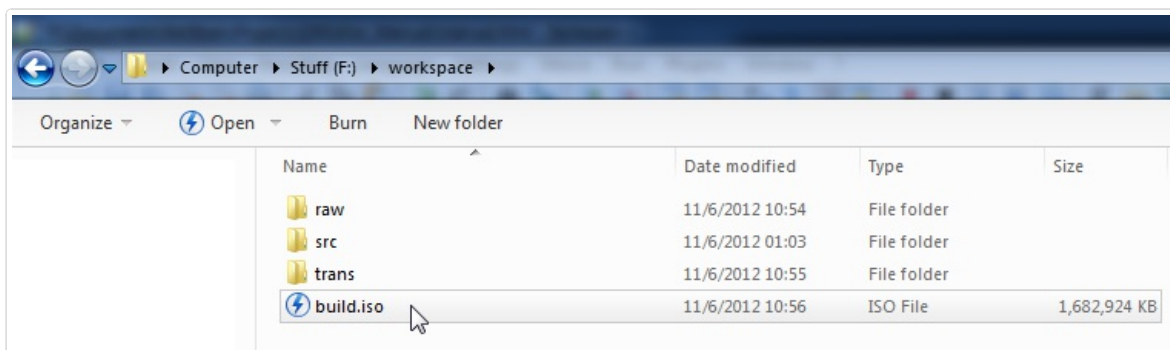


Part 6: Build ISO

1) Press "Build ISO".



2) Your new ISO file will appear as "build.iso" in your "workspace" folder.



The Big Idea

This is how DREditor is supposed to be used. You'll only need to do parts 1 and 2 once, but you need to repeat parts 3 through 6: unpack more files to translate, translate those files, pack and build, then test it on your PSP.

Good luck!

