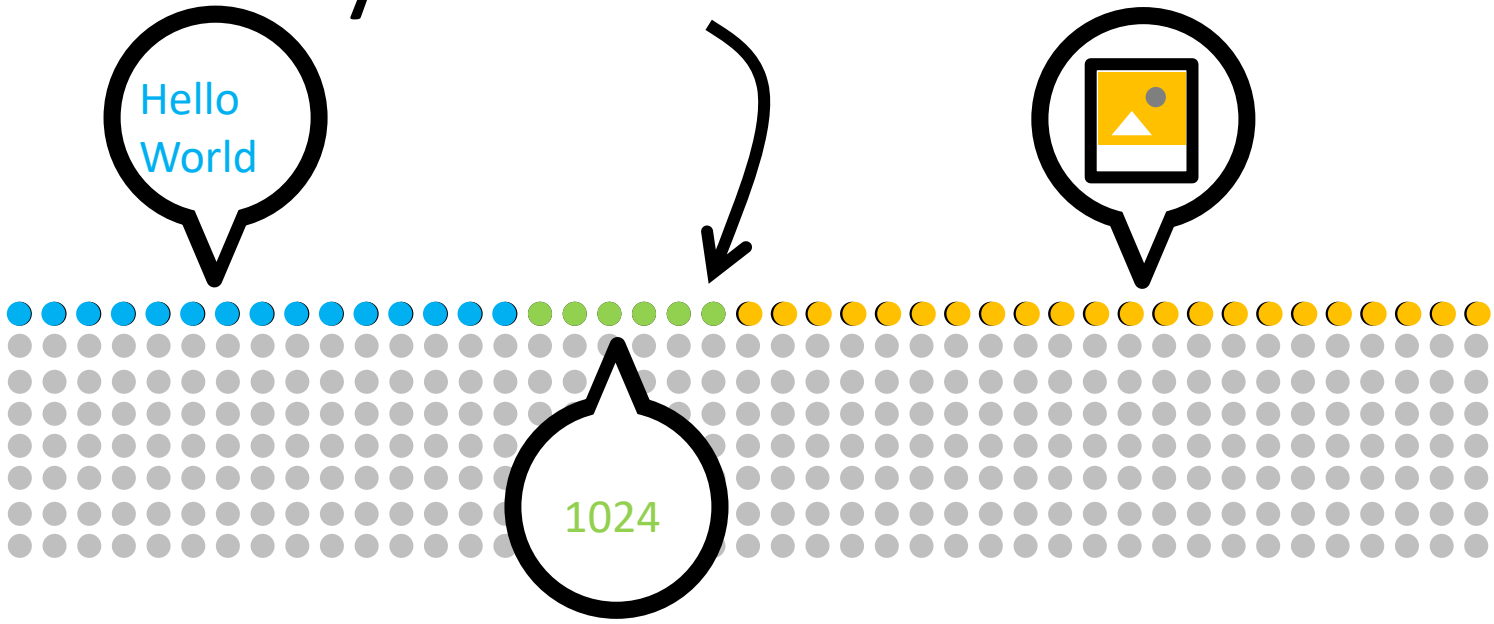
Activity 1 Briefing

Data Representation

Data are converted
and stored in Computer
memory as “Bits”



Positive/Negative Integers
(E.g. int, long in Java)

Self-study

Floating point numbers
(E.g. float, double in Java)

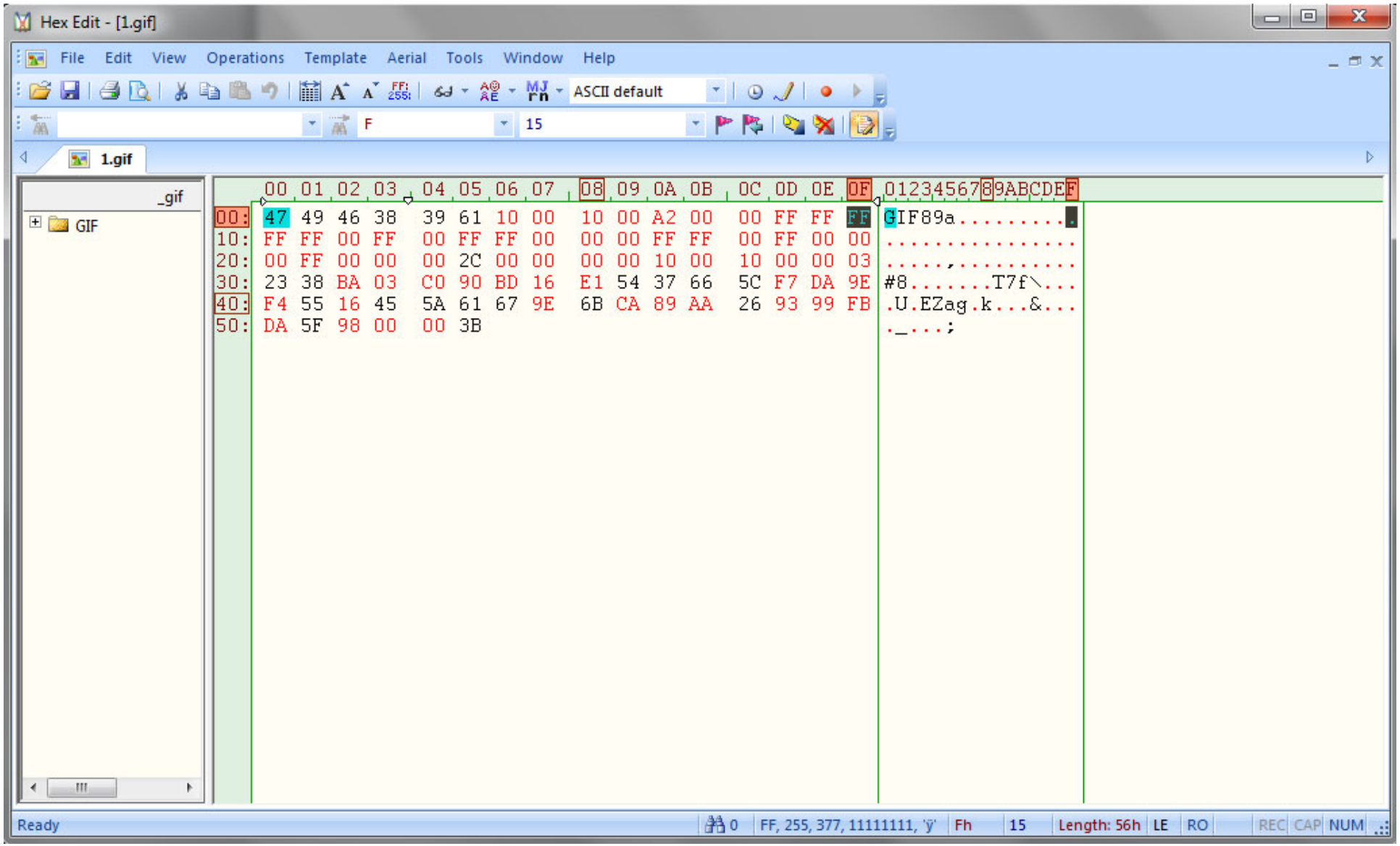
Self-study

Characters
(E.g. char in Java)

Self-study
+ Act Part 1

Images

Self-study
+ Act Part 2

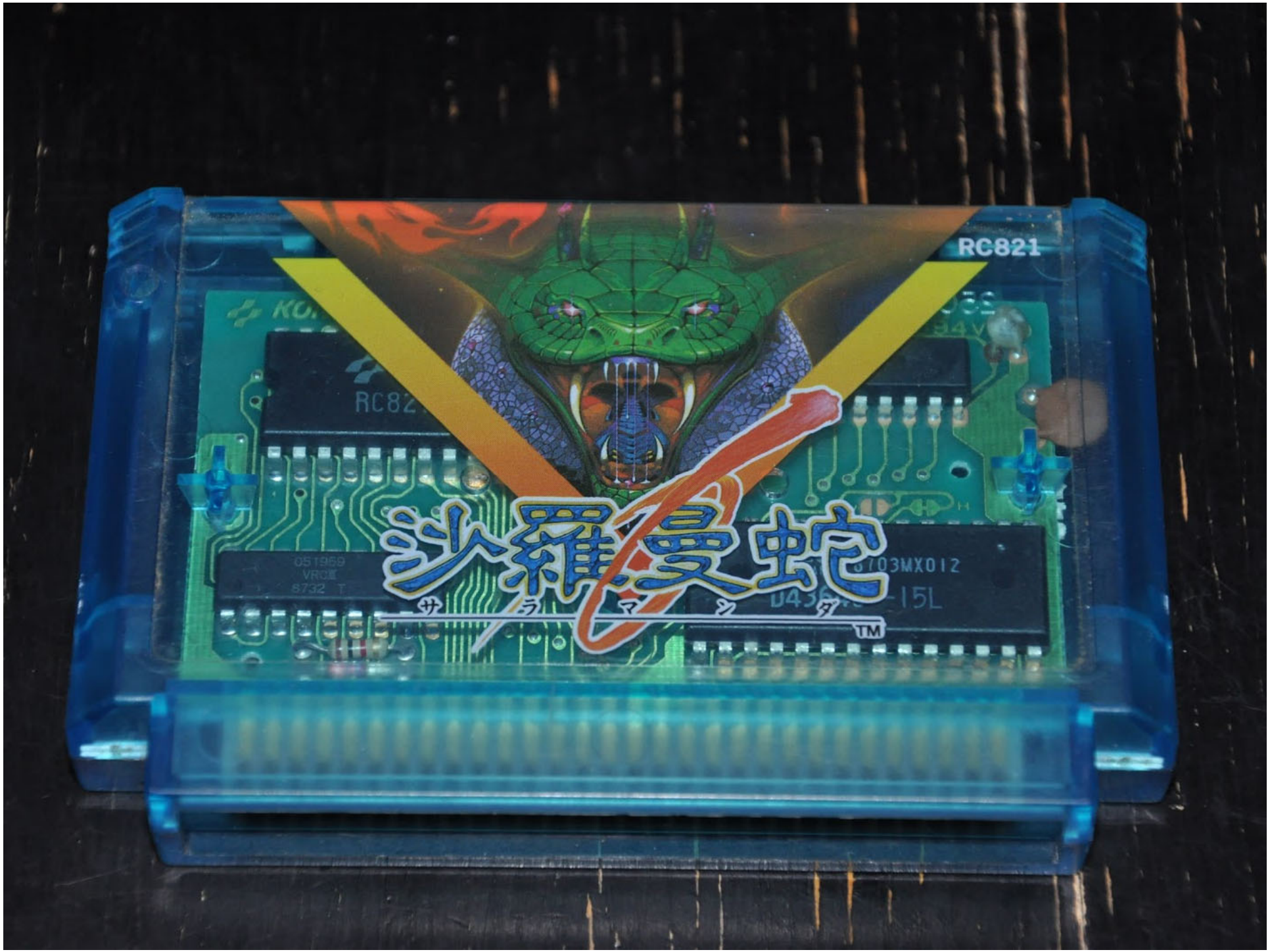

Hex Edit - [1.gif]
File Edit View Operations Template Aerial Tools Window Help
ASCII default
F
15
1.gif
_gif
GIF
00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 0123456789ABCDEF
00: 47 49 46 38 39 61 10 00 10 00 A2 00 00 FF FF FF GIF89a.....
10: FF FF 00 FF 00 FF FF 00 00 00 FF FF 00 FF 00 00 ....
20: 00 FF 00 00 00 2C 00 00 00 00 10 00 10 00 00 03 .....,..........
30: 23 38 BA 03 C0 90 BD 16 E1 54 37 66 5C F7 DA 9E #8.....T7f\...
40: F4 55 16 45 5A 61 67 9E 6B CA 89 AA 26 93 99 FB .U.EZag.k...&...
50: DA 5F 98 00 00 3B ._...;
Ready
0
FF, 255, 377, 11111111, 'ÿ'
Fh
15
Length: 56h
LE
RO
REC CAP NUM

Part 3: Mario Hacking

Observing and Manipulating Live Data in Program Memory

FAMILY COMPUTER™
Nintendo®
VOLUME
MIC
B
A
II

KONAMI
任天堂
ファミリーコンピュータ
METAL GEAR
メタルギア
©KONAMI 1987 TM
KDS-ME


RC821
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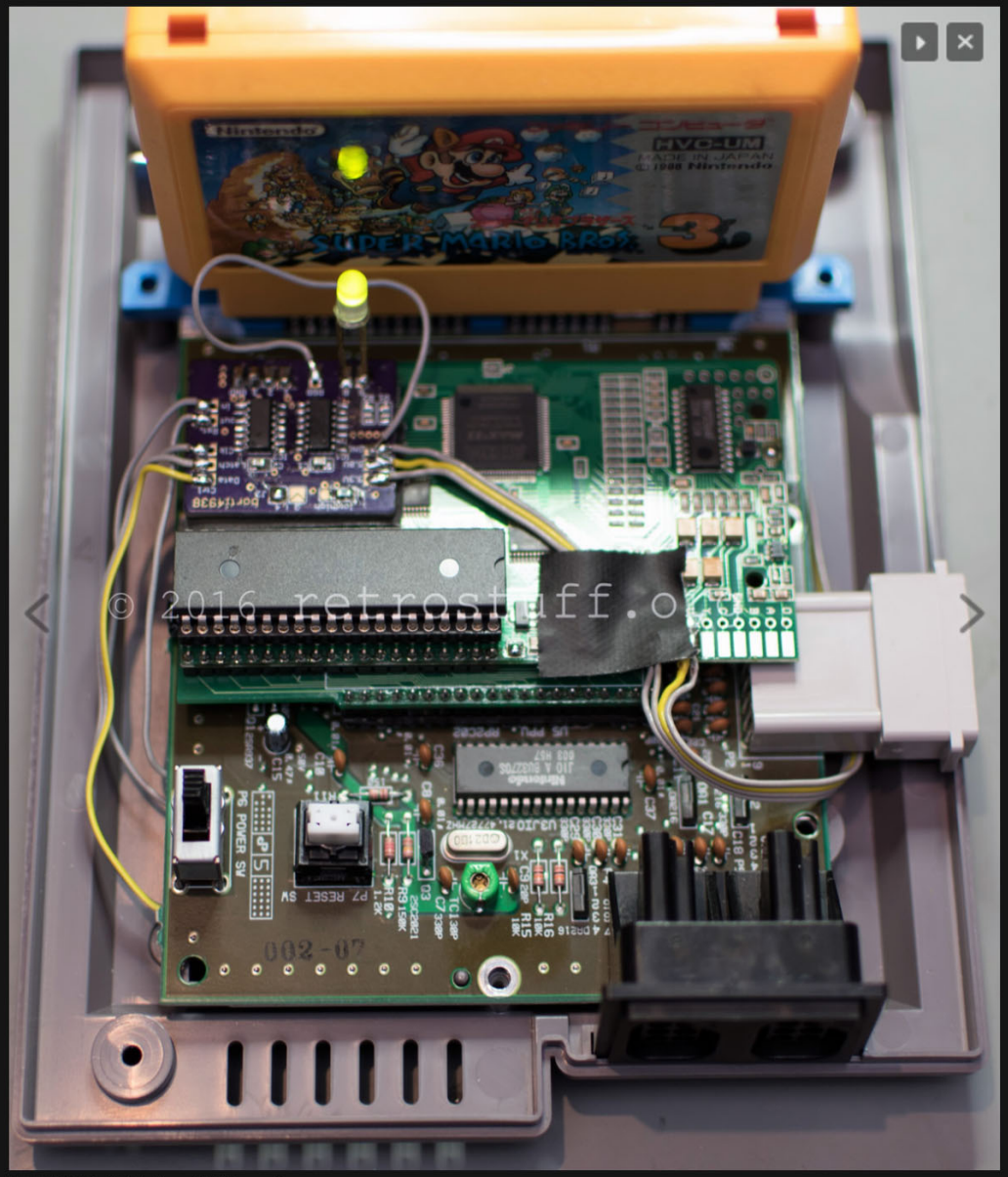
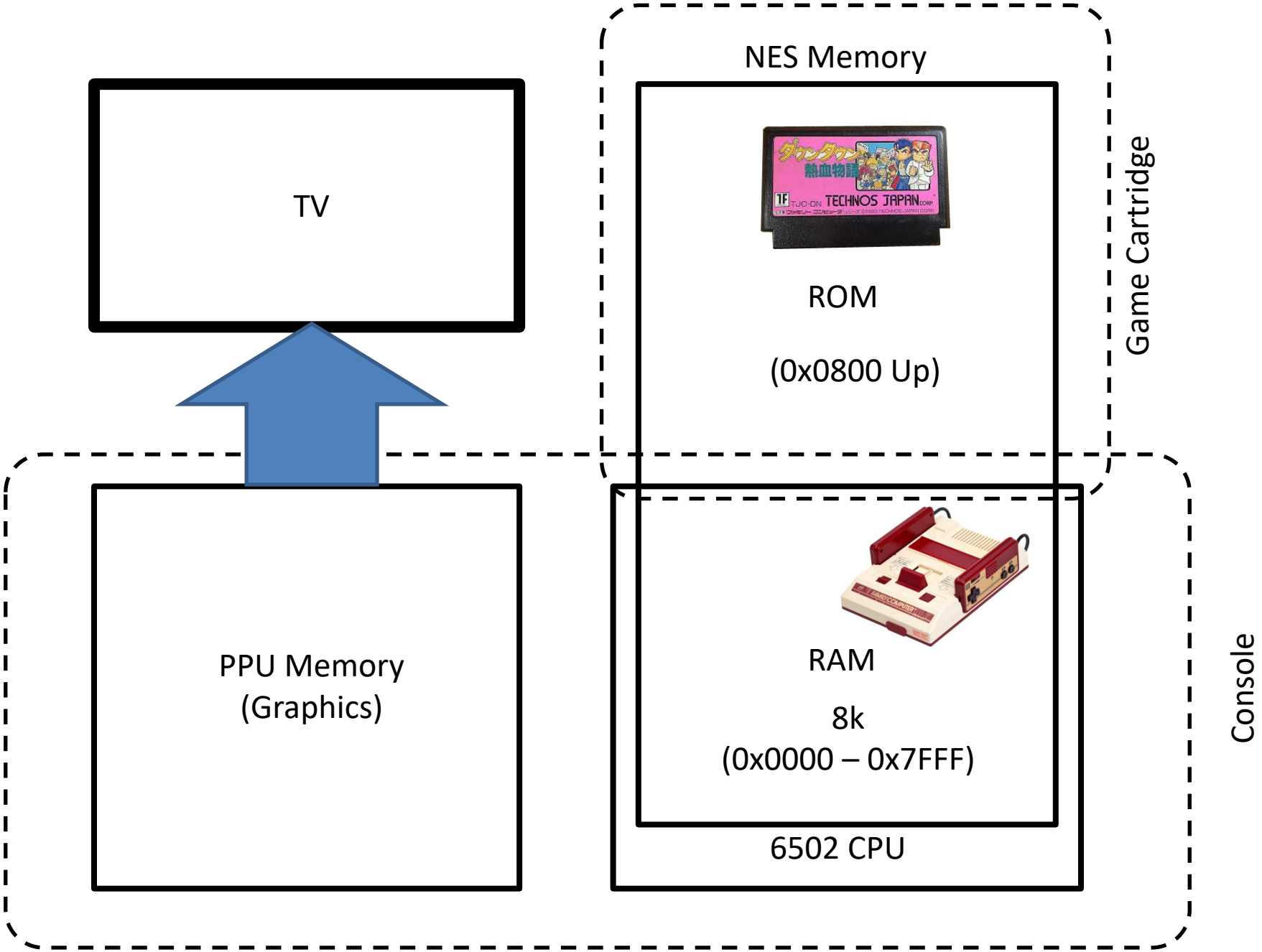
retrostuff.org/2016/12/30/switchless-nesrgb-av-famicom/

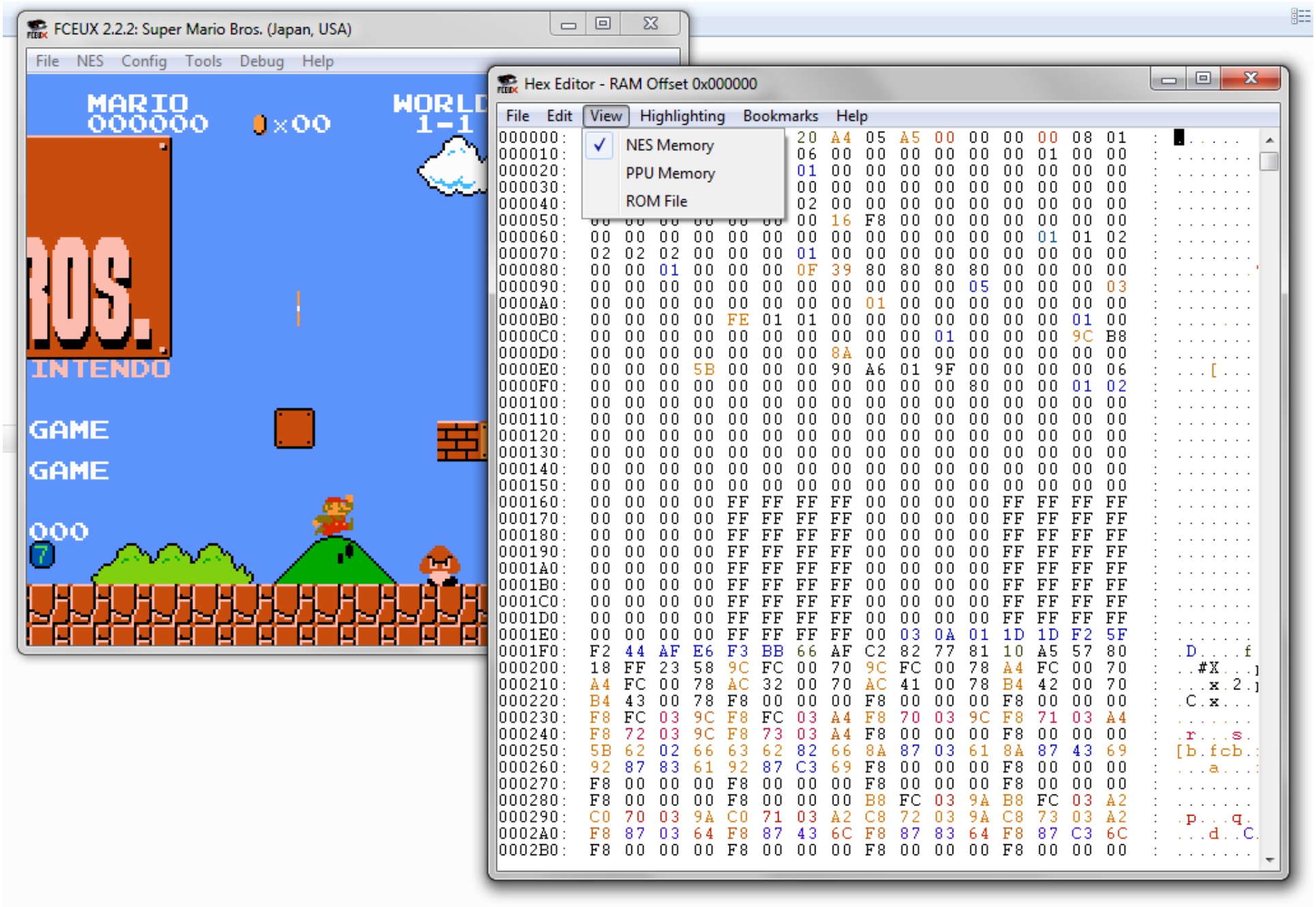
ATARI BANDAI NEC NINTENDO SEGA SNK MORE CARD GAMES MODIFICATION CONTACT RSS FEED



NESRGB-IGR for AV Famicom *Item 15 of 16*

NESRGB-IGR for AV Famicom


NES Memory
TV
ROM
(0x0800 Up)
Game Cartridge
PPU Memory
(Graphics)
RAM
8k
(0x0000 – 0x7FFF)
6502 CPU
Console


FCEUX 2.2.2: Super Mario Bros. (Japan, USA)
File NES Config Tools Debug Help
MARIO
000000
×00
WORLD
1-1
INTENDO
GAME
GAME
000
Hex Editor - RAM Offset 0x000000
File Edit View Highlighting Bookmarks Help
NES Memory
PPU Memory
ROM File