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Sparsite

take your dumb self out of here.
thank you.

Level: 31



Posts: 194/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Posted on 10-13-16 09:57 PM (rev. 4 of 11-19-16 12:12 AM)

[Link](#) | [Quote](#) | #78711

This thread is for Zelda DS hacking. There are currently no tools for hacking this game specifically, except old documents from Ray and Freeze. Gericom also programmed a ZCB collision generator. However, these guys aren't hacking the Zelda DS games anymore.

Gericom handed his ZCB generator code over to me, and apparently Ray and Freeze programmed an unreleased editor that could edit ZMB files. I'll probably end up coding my own editor though. It will also double as an importer since I have Gericom's ZCB generator source code which converts OBJ files into Zelda specific ZCB collision files. (However it may cause some lag problems with bigger models since the format is not entirely known.)

[Ray and Freeze's old notes](#)

Editing these games are weird, because when you LZ decompress them to edit them, they will crash the game. If you LZ compress them after editing them, it only works in Desmume.

If anyone knows whats causing this error, it would be a huge help, otherwise hacking will be very limited.

Zelda: PH D-Pad Patch - <https://gbatemp.net/threads/legend-of-zelda-phantom-hourglass-d-pad-patch.375388/>

Zelda: SS D-Pad Patch - <http://www.romhacking.net/hacks/2235/>
Source Code: <https://github.com/StraDaMa/Legend-of-Zelda-Spirit-Tracks-D-Pad-Patch>

These fix all the control issues people have with this game. The touch screen is eliminated, but its also still an option if you wish to play like that.

Zelda DS Specific File Formats:

- ZCB: Collision (Zelda Collision Binary)
- ZMB: Level Data like object positions and header (Zelda Map Binary)
- ZEB: Enviornment Coloring (Zelda Enviornment Binary)
- ZOB: Object/NPC Type File
- ZAB: Unknown

Tools:
Hex Editing - NSMBv5


	<p>EveryFileExplorer - Replacing Files Music Viewing/Exporting - MKDS CM ZCB Collision Generation - MKDS CM>File>New>ZCB NSBMD 3D Model Generation - MKDS CM>File>New>NSBMD Animation Viewing - MKDS CM Tinke - 2D Graphics Viewing</p> <p>Basic Data Locations: Map Data - root/Map Sea Textures - root/Environment/Sea Skyboxes - root/Environment/VRBox Mist - root/Environment/Filter Text - root/English/Message Player Animations - root/Player Ship Textures - root/Ship Intro Slides - root/Event/Kamishibai/kami1</p> <p>For testing purposes: Mercay Island Starting Point: isle_main/map00.bin/nsbmd/isle_main_00.nsbmd</p> <p>This is the first level of the game, so you can test stuff like imports here.</p> <p>ASM hacking hasn't been looked into very much, but I've found some basic stuff like the main green rupee behavior at 0213B1B0.</p> <hr/> <p>ASMR: *quietly whispers* move r0 r7 push r4 to r14 load register r4 into r0 POP</p>
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<p>poudink</p>  <p>Rex Person.</p> <p>Level: 42</p>  <p>Posts: 123/529 EXP: 490652 Next: 30710</p> <p>Since: 03-01-16 From: Québec (Canada)</p> <p>Last post: 1 day ago Last view: 10 hours ago</p>	<p>Posted on 10-14-16 12:48 PM Link Quote #78722</p> <p>I know that they achieved model importing, we can see videos of it on their channel. It's spirit track, but I'm pretty sure both games are very similar.</p> <hr/> <p>Nothing to say, so jadjkfmnjamnfjkldnajfnjkanfjdxsan jsdnvj m.</p> <p>[insert quote here]</p>
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<p>Miccup</p> <p>Normal user</p>	<p>Posted on 10-14-16 01:23 PM Link Quote #78723</p> <p>You might have already tried this, but it threw me off before; in EFE - did you do</p>
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Level: 55 Posts: 682/815 EXP: 1252658 Next: 61531 Since: 09-06-12 Last post: 340 days ago Last view: 82 days ago	File>Save?
--	------------

Sparsite take your dumb self out of here. thank you. Level: 31  Posts: 195/270 EXP: 174454 Next: 10909 Since: 05-20-16 Last post: 1357 days ago Last view: 1217 days ago	Posted on 10-14-16 03:53 PM (rev. 2 of 10-14-16 03:54 PM) Link Quote #78728 <p><i>Posted by poudink</i></p> <hr/> I know that they achieved model importing, we can see videos of it on their channel. It's spirit track, but I'm pretty sure both games are very similar. <p>To clear things up, im aware about the zcb format being collusion, gericom programmed a ZCB generator and put it in MKDS CM so level importing isnt a problem. Im concerned about the ZMB files. These are the files that contain objects, warps, etc. And this is important to document otherwise custom levels wont function properly. zab and zob files may or may not be involved with the functionality of zmbs, but I dont think so.</p> <p><i>Posted by Hiccup</i></p> <hr/> You might have already tried this, but it threw me off before; in EFE - did you do File>Save? <p>Yes, I have clicked it. Click it 1 or 100 times the thing doesnt save my new zmb/zcb/zab/zob files.</p> <hr/> ASMR: *quietly whispers* move r0 r7 push r4 to r14 load register r4 into r0 POP
--	--

cros107 Member Actually not active Level: 22  Posts: 57/120 EXP: 52195 Next: 6155 Since: 04-20-16 From: Melbourne, Australia Last post: 985 days ago Last view: 534 days ago	Posted on 10-15-16 09:32 AM Link Quote #78761 <p>IIRC, ray and freeze just did model importing, and didn't mess around with objects. Anyway, try editing files in NSMBE. It should work a charm if you're just doing hex editing, and it should save just fine.</p> <p>I was going to suggest getting in touch with ray or freeze via social media or NSMBHD, but they seem to have quit the internet. Not sure what you should do about that.</p> <hr/> <p>No, not doing SM64DS hacking, just here for the waffles.</p>
---	---

ASMR:
quietly whispers
move r0 r7
push r4 to r14
load register r4 into r0
POP

Sparsite

take your dumb self out of here.
thank you.

Level: 31



Posts: 215/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Posted on 10-25-16 09:35 PM (rev. 3 of 10-26-16 08:09 PM)

[Link](#) | [Quote](#) | #79183

Not sure if anyone has found this this crash screen before but it was not mentioned on The Cutting Room Floor.

I was digging in the decompressed ARM9.bin and found debug screen text (exactly like the SM64DS crash screen text which is also in ARM9.bin)

If anyone knows of this or has a vid of this crash screen, post it. Pretty cool if it hadn't been found yet though.

```
00057580 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00057590 00 00 00 00 4A 61 70 61 6E 65 73 65 00 00 00 00 ....Japanese....
000575A0 45 6E 67 6C 69 73 68 00 47 65 72 6D 61 6E 00 00 English.German..
000575B0 46 72 65 6E 63 68 00 00 49 74 61 6C 69 61 6E 00 French..Italian.
000575C0 53 70 61 6E 69 73 68 00 55 53 00 00 00 00 00 00 Spanish.US.....
000575D0 00 00 00 00 91 C0 02 02 95 C0 02 02 00 00 00 00 .....Ä...Ä.....
000575E0 A5 C0 02 02 A9 C0 02 02 AD C0 02 02 B1 C0 02 02 ¥Ä..@Ä..-Ä..±Ä..
000575F0 4D 61 73 74 65 72 52 6F 6D 00 00 00 25 73 20 25 MasterRom...$s $
00057600 73 00 00 00 4A 75 6C 20 32 36 20 32 30 30 37 00 s...Jul 26 2007.
00057610 31 33 3A 35 31 3A 33 36 00 00 00 00 53 79 73 46 13:51:36....SysF
00057620 69 6C 65 2E 63 70 70 00 83 81 83 82 83 8A 83 4B ile.cpp.....K
00057630 83 69 83 43 2E 66 69 6C 65 00 00 00 83 56 83 6A .i.C.file....V.j
00057640 00 00 00 00 83 49 83 4C 00 00 00 00 83 6C 83 8B .....I.L.....l..
00057650 00 00 00 00 69 64 20 70 72 69 20 73 74 61 74 65 ....id pri state
00057660 20 61 64 64 72 65 73 73 00 00 00 00 2D 2D 2D 2D address....----
00057670 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D 2D -----
00057680 00 00 00 00 25 30 32 64 3A 25 63 25 32 64 20 25 ....%02d:%c%2d %
00057690 73 20 30 78 25 30 38 58 25 63 0A 00 53 79 73 4E s 0x%08X%c..SysN
000576A0 65 77 2E 63 70 70 00 00 83 81 83 82 83 8A 83 4B ew.cpp.....K
000576B0 83 69 83 43 2E 25 73 00 00 00 00 00 4E 50 43 00 .i.C.%s.....NPC.
000576C0 4D 61 70 4F 62 6A 00 00 45 76 65 6E 74 00 00 00 MapObj..Event...
000576D0 83 52 81 5B 83 58 3A 00 83 52 81 5B 83 58 83 69 .R.[.X...R.[.X.i
000576E0 83 56 00 00 41 73 73 65 72 74 00 00 46 49 4C 45 .V..Assert..FILE
000576F0 3A 25 73 00 4C 49 4E 45 3A 25 64 00 28 4C 61 73 :%s.LINE:%d.(Las
00057700 74 46 69 6C 65 29 00 00 83 8C 83 43 83 4B 83 43 tFile)....C.K.C
00057710 83 60 83 85 83 45 28 25 64 2C 25 64 29 00 00 00 .'.E(%d,%d)...
00057720 83 8C 83 43 83 4B 83 43 20 83 6E 83 62 83 5A 83 ...C.K.C .n.b.Z.
00057730 43 00 00 00 52 25 30 32 64 20 20 3D 20 30 78 25 C...R%02d = 0x%
00057740 30 38 58 00 53 50 20 20 20 3D 20 30 78 25 30 38 08X.SP = 0x%08
00057750 58 00 00 00 4C 52 20 20 20 3D 20 30 78 25 30 38 X...LR = 0x%08
00057760 58 00 00 00 50 43 20 20 20 3D 20 30 78 25 30 38 X...PC = 0x%08
00057770 58 00 00 00 43 50 53 52 20 3D 20 30 78 25 30 38 X...CPSR = 0x%08
00057780 58 00 00 00 53 50 53 52 20 3D 20 30 78 25 30 38 X...SPSR = 0x%08
00057790 58 00 00 00 43 50 31 35 20 3D 20 30 78 25 30 38 X...CP15 = 0x%08
000577A0 58 00 00 00 53 50 00 00 25 30 38 58 00 00 00 00 X...SP...%08X....
000577B0 25 30 38 58 00 00 00 00 00 00 00 00 00 00 00 00 %08X.....
000577C0 EC 01 03 02 D0 01 03 02 9D 01 03 02 C9 01 03 02 i...Ð.....É...
000577D0 CD 01 03 02 00 00 00 00 00 00 00 00 1C 02 03 02 I.....
```

This was also not mentioned anywhere on the cutting room floor, but spirit tracks had the debug font mentioned on it's TCRF page, so I'm assuming no one has found this yet. Debug font is located at root/menu/UI_main/DbgFntm.bin

[image]

ASMR:
quietly whispers
move r0 r7
push r4 to r14
load register r4 into r0
POP

Sparsite

Posted on 10-27-16 05:05 PM (rev. 2 of 10-27-16 05:32 PM)

[Link](#) | [Quote](#) | #79214

take your dumb self out of here.
thank you.

Level: 31



Posts: 216/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

UPDATE: Ok, so, I was finally able to figure things out, somewhat.

The documentation Ray and Freeze posted was correct, except you need to re LZ compress the file once you modify the decompressed version, otherwise it crashes.

However, this only works for Desmume, no\$gba wont even boot if its recompressed but desmume does it just fine.

Anyone have any ideas on getting it to run in no\$gba debugger? Otherwise, hacking will be limited and I want to do some ASM hacking with this game.

ASMR:

```
*quietly whispers*  
move r0 r7  
push r4 to r14  
load register r4 into r0  
POP
```

Sparsite

take your dumb self out of here.
thank you.

Level: 31



Posts: 239/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Posted on 11-06-16 11:29 PM (rev. 2 of 11-06-16 11:29 PM)

[Link](#) | [Quote](#) | #79551

Things are making progress. I've got a very early build of a ZMB editor I made from scratch. I still have to fix some bugs, but it works!

There's no way to actually replace the ZMB files though, because EFE and MKDS CM don't actually save the new ZMB file. I'm going to talk to Gericom about opening these bin files (compressed NARC files) and see if he can fix the save button.

ASMR:

```
*quietly whispers*  
move r0 r7  
push r4 to r14  
load register r4 into r0  
POP
```

Platinatic



Koopa
Cat in his spare time

Level: 22



Posts: 80/117
EXP: 53413
Next: 4937

Since: 09-28-15
From: over there!

Posted on 11-07-16 02:07 PM

[Link](#) | [Quote](#) | #79556

I don't know if you know about this, but saving in EFE is a little weird. You have to press save in every window in order to save the changes. So pressing save in a subfolder of a file isn't enough, you have to press save on the window that opened when you opened the file (an intire rom, for example). Saving works, but it's just not convenient.

Last post: 808 days ago
Last view: 21 days ago



Sparsite

Posted on 11-07-16 03:27 PM

[Link](#) | [Quote](#) | #79557

take your dumb self out of here.
thank you.

Level: 31



Posts: 240/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Posted by Platinatic

I don't know if you know about this, but saving in EFE is a little weird.
You have to press save in every window in order to save the changes.
So pressing save in a subfolder of a file isn't enough, you have to press save on the window that opened when you opened the file (an intire rom, for example).
Saving works, but it's just not convenient.

Oh, thanks. It seems to be working now. Now the ZMB editor will actually be useful for now (I want to eventually integrate it so it edits the ZMB files just by opening the ROM itself).

ASMR:
quietly whispers
move r0 r7
push r4 to r14
load register r4 into r0
POP

Sparsite

Posted on 11-09-16 05:42 PM

[Link](#) | [Quote](#) | #79604

take your dumb self out of here.
thank you.

Level: 31



Posts: 243/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Does anyone know if its possible to kill Linebeck in Phantom Hourglass? Theres a model just above linebeck's model called linedead.bin, it just contains a model.nsbmd and its a model of him lying face down, dead.

Creepy pasta time.

Interestingly, his assets are titled "Lineback" even though his name is spelt Linebeck.

ASMR:
quietly whispers
move r0 r7
push r4 to r14
load register r4 into r0
POP

Sparsite

Posted on 11-13-16 11:02 PM (rev. 2 of 11-13-16 11:02 PM)

[Link](#) | [Quote](#) | #79698

take your dumb self out of here.
thank you.

Level: 31

Latest progress: I've been digging through the games code documenting stuff. I've been trying to swap the top screen and the bottom screen. I've done it in real time modifying the memory, but I need to make some sort of patch.

I need to swap Bit 15 of the Graphics Power Control Register.

```
//Swapping Screens
Bit 15 at 0x04000304 tells the DS what screen is the main screen.
Default: 111100000010
Swapped: 111100000000
```




Posts: 255/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

```
0202F0BC writes to reg when you pull your map with select+down
0202FB08 is writing to the reg, storing a 2 byte value
0202EFF8 writes to it
01FFBBE8 writing back
0202EFE8 writing back
```

on loading file:

```
021047BC
021047BE - the only call, this is in thumb mode
```

other general game stuff:

```
ROM Map:
020AE2E4 - Increment Rupee counter when green rupee collected
020198F8 - Something that loads the level geometry
0213EEAC sets health
020A7D54 take damage
0213F538 calls take damage
0210F4A4 calls entire take damage function (somewhere above/below
respawns link on land)
0210F2DC check if health is equal to 0
0210F2E0 branch to display gameover screen
0210F2F8 display gameover screen
0210F0B8
0201CC40 messes with rotation
```

ASMR:

```
*quietly whispers*
move r0 r7
push r4 to r14
load register r4 into r0
POP
```

Sparsite

take your dumb self out of here.
thank you.

Level: 31



Posts: 261/270
EXP: 174454
Next: 10909

Since: 05-20-16

Last post: 1357 days ago
Last view: 1217 days ago

Posted on 11-20-16 04:48 PM (rev. 5 of 11-20-16 05:06 PM)

[Link](#) | [Quote](#) | #79806

New progress. Decided to fully understand most of the formats before I work on an editor. I will probably trash my current one because its probably pretty messy and inefficient.

Notes:

BOPM (Map Objects)

0x4: Header

0x8: Length of section (reversed ex. a length of 1090 would be 90 10 00 00)

0x9: Number of Map Objects

0x12: Padding

Each Map Object is 28 bytes long

Byte 1: Map Object ID

Map Object IDs:

00 = Tree

01 = Two Horizontal Grass Patches

02 = Boulder

03 = Blue Pot

04 = Fence Post

05 = Brown Floor Switch

06 = Game Crash (Bad Parameter Maybe?)

07 = Grey and Blue Stone Door

08 = Small Stone Slab

09 = Large Wooden/Stone Key Door

0A = Wooden Treasure Chest
0B = Unknown/Nothing
0C = Entering the area spawns a treasure chest (Conditional Treasure Chest Spawn?)
0D = Game Crash
0E = Blue Pot Again
0F = Game Crash
10 = Game Crash
11 = Red Campfire
12 = Game crash
13 = Game Crash
14 = Game Crash
15 = Stone Triangle Base With Pyramid and Entrance
16 = Game Crash
17 = Game Crash
18 = Game Crash
1F = Sign
2F = Main Island NPC House
88 = Stone Pyramid With Front Entrance
3C = Collisionless Vertical Grass Tile

This is where I think the ZOB files come in to play. ZOB files seem to be an object bank of sorts. Similar to SM64DS, there are objects such as Pots or Trees that are always loaded into memory.

There are 4 ZOB files with every map.bin file:
motype_XX_0 and motype_XX_1 (XX is just the numbers from the map.bin)
MO meaning Map Objects within the BOPM Header.

Next, there are npctype_XX_0 and npctype_XX_1. These seem to correspond with all the NPC's used in the map.bin's ZMB file.

I think these ZOB files may be the reason that the game is crashing with those certain object IDs.

The game also has some unexpected map objects. All the houses, fences, etc. which are completely static are map objects. Maybe they get moved around in different acts later in the game? Or maybe the game puts certain effects on them like anit-aliasing. Not sure though. ACPN objects have X/Y positions and Y rotations of 2 bytes, but this is what the map objects look like.

```
3C 00 00 00 22 25 00 00 01 00 00 00 02 00 03 00 01 01 00 00 00 00 00 00 FF
01 00 00
88 00 00 00 2F 11 00 00 01 00 00 00 00 00 00 00 01 01 00 00 00 00 00 00 FF
01 00 00
01 00 00 00 13 26 00 00 00 00 00 00 00 00 00 00 01 01 00 00 00 00 00 00 FF
01 00 00
```

Still unsure about the BMOR section, all I could find out was this:

BMOR (Unknown)
0x4: BMOR Header
0x8: Size of Section (reversed)
0x12: Number of entries in section?

Looked a little bit at the MOOR header:


MOOR (Room)



This is what stores the level area data such as music, skybox, etc.

0x4: Header
0x19: Music ID


Music Reference List - <http://zeldauniverse.net/media/music/phantom-hourglass-original-soundtrack/>


Music IDs:

shibboleat	Posted on 10-15-16 10:46 AM	Link Quote #78777
 <p>Fire Mario DROP TABLE users;</p> <p>Level: 116</p> <p>Posts: 4242/4660 EXP: 17305813 Next: 18280</p> <p>Since: 07-07-12</p> <p>Last post: 102 days ago Last view: 4 days ago</p>	<p>if you want, send me a zmb in a pm and I can take a quick peek.</p> <hr/> <p>a</p>	

Sparsite	Posted on 10-15-16 01:54 PM (rev. 2 of 10-15-16 01:57 PM)	Link Quote #78785
<p>take your dumb self out of here. thank you.</p> <p>Level: 31</p>  <p>Posts: 201/270 EXP: 174454 Next: 10909</p> <p>Since: 05-20-16</p> <p>Last post: 1357 days ago Last view: 1217 days ago</p>	<p><i>Posted by cros107</i></p> <hr/> <p>IIRC, ray and freeze just did model importing, and didn't mess around with objects. Anyway, try editing files in NSMBE. It should work a charm if you're just doing hex editing, and it should save just fine.</p> <p>I was going to suggest getting in touch with ray or freeze via social media or NSMBHD, but they seem to have quit the internet. Not sure what you should do about that.</p> <hr/> <div data-bbox="500 1005 1549 1593"> <p>The Legend of Zelda Spirit Tracks - First Hack ever!</p>  </div> <p>They also said they programmed a buggy, but unreleased editor that will edit ZMB files and it can move around objects.</p> <p><i>Posted by MrRean</i></p> <hr/> <p>if you want, send me a zmb in a pm and I can take a quick peek.</p> <hr/> <p>Here is the link to the ZMB/ZOB files for the starting level. (ZOB shouldn't matter but just incase)</p>	

	00 - Overworld 01 - Dunegon 02 - Duplicate Overworld 03 - Mercay Island 04 - Inside House 05 - Duplicate Inside House 08 - Duplicate Mercay Island Also, I figured out that the one ZEB file used called envcolor.ZEB has several headers inside th file such as 0AES and 0NGD followed by (most likely) enviornment/vertex coloring data. Other things I still need to look at: EMAC Header (Camera), RYLP Header (Player), and PRAW Header (Warp) <hr/> ASMR: *quietly whispers* move r0 r7 push r4 to r14 load register r4 into r0 POP
--	---

shibboleet	Posted on 11-20-16 05:06 PM Link Quote #79808
 <p>Fire Mario DROP TABLE users; Level: 116 Posts: 4277/4660 EXP: 17305813 Next: 18280 Since: 07-07-12 Last post: 102 days ago Last view: 4 days ago</p>	<p>little endian is ass</p> <hr/> <p>a</p>

Sparsite	Posted on 11-20-16 05:18 PM (rev. 3 of 11-20-16 06:16 PM) Link Quote #79809
<p>take your dumb self out of here. thank you.</p> <p>Level: 31</p>  <p>Posts: 263/270 EXP: 174454 Next: 10909 Since: 05-20-16 Last post: 1357 days ago Last view: 1217 days ago</p>	<p><i>Posted by shibboleet</i></p> <hr/> <p>little endian is ass</p> <hr/> <p>Agreed.</p> <p>More stuff found, that is not on The Cutting Room Floor.</p> <p>The root/Map folder contains a NSBMD and NSBTX texture of an SM64DS skybox. It has the same name: vr01</p> <p>Most likely used for testing purposes.</p>



ASMR:
quietly whispers
move r0 r7
push r4 to r14
load register r4 into r0
POP

Natsu235

Newcomer
Normal user

Level: 3

Posts: 1/2
EXP: 103
Next: 25

Since: 12-23-16

Last post: 1318 days ago
Last view: 1318 days ago

Posted on 12-23-16 09:45 AM

[Link](#) | [Quote](#) | #80534

Hey, nice to see a topic for hacking Phantom Hourglass and Spirit Tracks.

Here is all I can say about ZCB Files (Zelda Collision):

Phantom Hourglass and Spirit Tracks ZCB are different.
I already tried to import a map from ST into PH, model and textures worked great in-game but I fell through the floor. So I used the ZCB generator and same result meaning Gericom ZCB generator is only for ST.

While a ZCB file is in a Hex Editor,
0x0C mean the numbers of different sections (04 for Phantom Hourglass, 05 for Spirit Tracks)

List of sections:
-BXTV
-BLCP
-BMRN (Spirit Tracks only)
-BIRT
-BDRG

Another weird thing in Phantom Hourglass ZCB
The BDRG section of every maps don't have the right size.

Example:
If I open dngn_flame_00.zcb (Fire Temple first floor) in a Hex Editor, I can see the total file size at 0x08 is DC5A. When I check with CTRL+A file size is only 6970.
BDRG section is wrong, it say 57EC instead of 2280.

shibboleet



Fire Mario
DROP TABLE users;

Level: 116

Posts: 4316/4660

Posted on 12-23-16 10:13 AM (rev. 2 of 12-23-16 10:13 AM)

[Link](#) | [Quote](#) | #80535

well if you're looking at collision, look for pairs of 3 that are floats. Those are the vertices. Try looking for the triangles as well. That's what I did for Double Dash, and was able to build a viewer from that.

a

EXP: 17305813

Next: 18280

Since: 07-07-12

Last post: 102 days ago

Last view: 4 days ago

Natsu235

Newcomer
Normal user

Level: 3

Posts: 2/2

EXP: 103

Next: 25

Since: 12-23-16

Last post: 1318 days ago

Last view: 1318 days ago

Posted on 01-03-17 07:25 AM

[Link](#) | [Quote](#) | #80738

I don't have enough knowledge to build a tool.
Btw any way to replace ST double tap for rolling with PH ?

Main - Misc. ROM hacking - Zelda DS Hacking [HELP]

New reply



Acmlmboard 2.064 (2018-07-20)

Page rendered in 0.038 seconds. (2048KB of memory used)

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