

Tools

The tools used to mod NSMB DS with a general overview of how to use them

- [Fire Flower](#)
- [NCPatcher](#)
- [NSMBe](#)
- [Other Tools](#)

Fire Flower

Fire Flower has been replaced by [NCPatcher](#)

[Fire Flower](#) is a patcher for Nintendo DS games. It works different to any other patchers and aims towards performance, user-friendliness and practicability.

NCPatcher

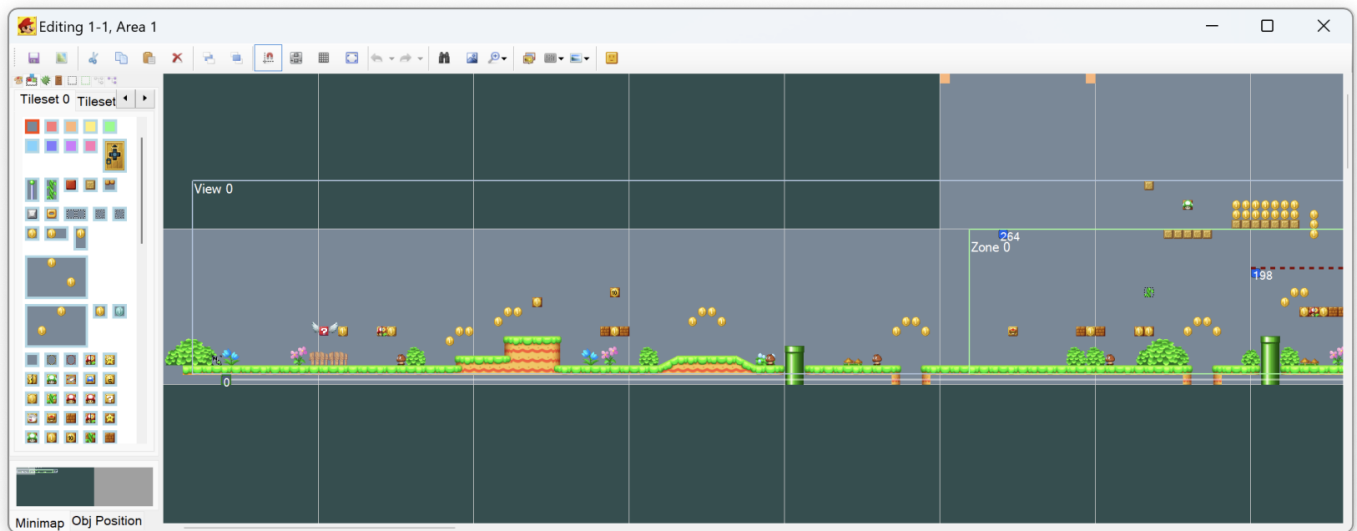
NCPatcher is a program that modifies the executable binaries of a Nintendo DS ROM. It was created because of the need to have more flexible patching features that other patchers did not have.

Check out the documentation over at [the NCPatcher GitHub](#).

A tutorial will be created on using this tool for NSMB DS specifically soon

NSMBe

TODO: Maybe a different screenshot?



NSMBe is a multipurpose modding tool for New Super Mario Bros., capable of editing levels, graphics, tilesets, and backgrounds.

The editor is currently maintained by Mamma Mia Team. You can download the latest release from [GitHub](#).

Recognized NSMB ROMs

When a ROM is opened in NSMBe, it checks the ROM's game code to see which release of New Super Mario Bros. it is. The following releases are recognized by NSMBe:

- North American (A2DE)
- European (A2DP)
- Japanese (A2DJ)
- Korean (A2DK)
- Chinese (A2DC)

If the ROM opened is not one of these versions (such as a kiosk demo ROM, or a ROM besides New Super Mario Bros.), NSMBe will not show the Level Listing, Tilesets, or Backgrounds tab.

Known Bugs

TODO:

- Does the "Data Finder" button throw an exception in the latest version?
- Can .nml files be imported over MvsL Download Play levels as of the latest version?
- Does 8-8 area 2 open properly as of the latest version?
- What is the last version the "Decompress overlay" button is known to work on? It's functional in v5.3 b6

- The "Decompress overlay" button in the ROM File Browser tab is nonfunctional
- Certain levels from the vanilla game (such as 1-4 area 2) cannot be opened and instead thrown an exception
- Colour 0 is always rendered as transparent in the graphics editor, even in textures that are not meant to render it as transparent
- Certain models (such as w8.nsbmd) will show a message stating "This file is already being edited" even when not opened in the graphics editor; they are suchly uneditable through NSMBe's graphics editor without modification
- The "Edit Properties" button in the Backgrounds tab will not apply changes made to file IDs
- The undo button in the tilemap editor will not properly undo tiles drawn over tiles which use a palette greater than the amount of palettes opened (such as the blue coins in the jyotyuu tileset tilemap)
- The object preview in the tile object editor does not accurately render the behaviour of slope control tiles as they function in-game
- NSMBe will regard files closed in the graphics editor by right-clicking as still "open" and will throw an error upon attempting to reopen said file, even after closing the graphics editor window

Other Tools

TODO:

- Sorting and general touching-up.
- midi2sseq & sseq2midi; I believe NitroStudio makes the former obsolete... I'm not quite sure where the latter came from, originally.
- Actually, there should be more sound tools in general.
- bnbl & bncl editors under legacy tools?
- Perhaps list the original NitroStudio under legacy tools?
- Make mirrors of downloads?
- Some descriptions should be improved (Nitro Studio 2 in particular)
- Also, there seems to be a Nitro Studio 2 Deluxe (forked from the original), but I'm not sure what all's different. Should it replace Nitro Studio 2 here?
- ^Goes for other random ass forks of programs listed here
- Add [this](#)?
- if your reading this why not add more tools

This page lists tools useful for modding which don't need a dedicated page.

New Super Mario Bros. Tools

Tools specifically made for New Super Mario Bros. modding.

Goombatlas

Author: RicBent

A world map path editor.

[Download](#) — [GitHub repository](#) — [NSMBHD thread](#)

NSMB Titlescreen Editor

Author: RicBent

Arranges titlescreen logo graphics as needed for importing.

[Download](#) — [NSMBHD thread](#)

Title Logo 256 Colors ASM Image Tiler

Author: TheGameratorT

Tiles titlescreen logo graphics as needed for the 256 colour title logo code patch. Can reverse tiling.

[Download](#)

NSMB Save Editor

Author: newluigidev

A tool for modifying game save files.

[Download](#) — [GitHub repository](#) — [NSMBHD thread](#)

Address Helper

Author: Newer Team

A simple tool which converts Ghidra database addresses to memory addresses and vice versa

[Download](#) — [GitHub repository](#)

ASM Converter

Author: Will Smith

Converts legacy code patches written in assembly into patches for the NCPatcher template.

[GitHub directory](#)

Credits Tool

Author: Ndymario

A python program which generates a code patch to edit the game credits.

[Download](#)

ClassID Tool

Author: ELMario

A python program for modifying the objects IDs (class IDs) assigned to stage object IDs. Useful moreso for simple modifications than, for example, assigning custom actor IDs to stage object IDs (for which a code patch is more advisable).

[Download](#) — [GitHub directory](#)

Graphics

Tools for modifying game graphics.

NitroPaint

Author: Garhoogin

Supports a wide variety of NDS graphical formats and handles colour quantization, texel compression, and image-to-tilemap conversion with superior fidelity than NSMBe's importers.

[Download](#) — [GitHub repository](#)

Spa Editor

Author: DanielStevan

A tool for editing particle textures.

[Download](#)

Paint.NET ENPG Plugin

Author: TheGameratorT

Allows Paint.NET to open and save ENPG files.

[Download](#) — [GitHub repository](#)

Emulators

Tools to emulate NDS hardware for playing, recording, or debugging mods.

MelonDS

Author: Arisotura

A highly accurate emulator capable of emulating the NDS's wireless play capabilities. Advisable for screenshots and testing, especially for multiplayer hacks or when real-hardware testing isn't viable.

[Download](#) — [GitHub repository](#) — [Webpage](#)

DeSmuME

Author: DeSmuME Team

A less accurate emulator with a number of nifty features, such as a disassembler, memory viewer and watcher, and cheat code and Lua script support. Useful for debugging.

[Download](#) — [Website](#)

No\$GBA Debug

Author: Martin Korth

An emulator with powerful debugging faculties.

[Download](#) — [Webpage](#)

Code Modification

Tools useful for code hacking.

Ghidra

Author: NSA

An open-source reverse-engineering tool.

[Download](#) — [GitHub repository](#)

NCPrePatcher

Author: Will Smith

A preprocessor for NCPatcher

[Download](#) — [GitHub repository](#)

Sound

Tools for changing game sounds and music.

Nitro Studio 2

Author: Gota7

Capable of opening and editing sound data archives (SDAT files).

[GitHub repository](#) — [Webpage](#)

3D Modeling

NNS Blender Plugins

Author: jellees

Blender plugins which allow models and animations to be exported from Blender in the Nintendo Nitro System intermediate formats.

[Download](#) — [GitHub repository](#)

Apicula

Author: scurest

Command line tool to convert Nitro System runtime formats into more common 3D model formats.

[Download](#) — [GitHub repository](#)

Miscellaneous

Tools which don't flushly fit in prior categories.

Every File Explorer

Author: Gericom

A multipurpose file viewer and editor with support for a wide swath of formats beyond NDS ones and plugins. Useful for adding files to your ROM and fixing file overlap.

[GitHub repository](#) — [GBATemp thread](#)

NDS Banner Editor

Author: TheGameratorT

A tool to create NDS game banners. Also allows for the creation of animated banner icons, as supported by the DSi.

[Download](#) — [GitHub repository](#)

Legacy Tools

Tools whose use have been superseded by other tools; most are no longer maintained. These can still be quite useful, however, depending on your workflow.

Legacy Code Patching Template

Author: Dirbaio

A code patching template which uses [outdated devkitARM libraries](#) and NSMBe's code patching syntax. No longer advisable since the introduction of more comprehensive [NCPatcher code template](#).

[Download](#) — [GitHub repository](#)

NSMB Worldmap Editor

Author: RicBent

An open-source worldmap editor made after development stopped on Ray and Freeze's worldmap editor. Notable in being able to create worldmap path animations, which is not supported by Goombatlas (though doable using the NNS blender plugins).

[Download](#) — [GitHub repository](#) — [NSMBHD thread](#)

Worldmap Editor

Authors: Ray and Freeze

The first worldmap editor, listed here only for posterity --- its functionality has been entirely succeeded by Goombatlas and RicBent's worldmap editor.

[Download](#) — [NSMBHD thread](#)

MKDSCM

Author: Gericom

That is, Mario Kart DS Course Modifier. Has some model-related faculties, such as an OBJ to NSBMD converter, but basically all of the features it has which made it useful for NSMB modding are handled by other tools now.

[Download](#) — [Source \(3.0.0.2\)](#) — [GBATemp thread](#)

AssToIMD

Author: Ermelber

Command line program for converting various 3D model formats into the NDS intermediate format. Functionally superseded by the [blender plugins](#), but perhaps useful for those who don't use Blender.

[Download](#) — [GitHub directory](#)

Background Tiler

Author: Dirbaio

Command line tool to convert images into tiled backgrounds, meant to be used when NSMBe's importer didn't net good results. Nowadays, NitroPaint's importer is perhaps the best option.

[Download](#) — [NSMBHD thread](#)

Zoom Sprite Helper

Author: MeroMero

An HTML tool which models zoom actor behaviour visually. No longer needed as NSMBe now shows the same information.

[Download](#) — [NSMBHD thread](#)