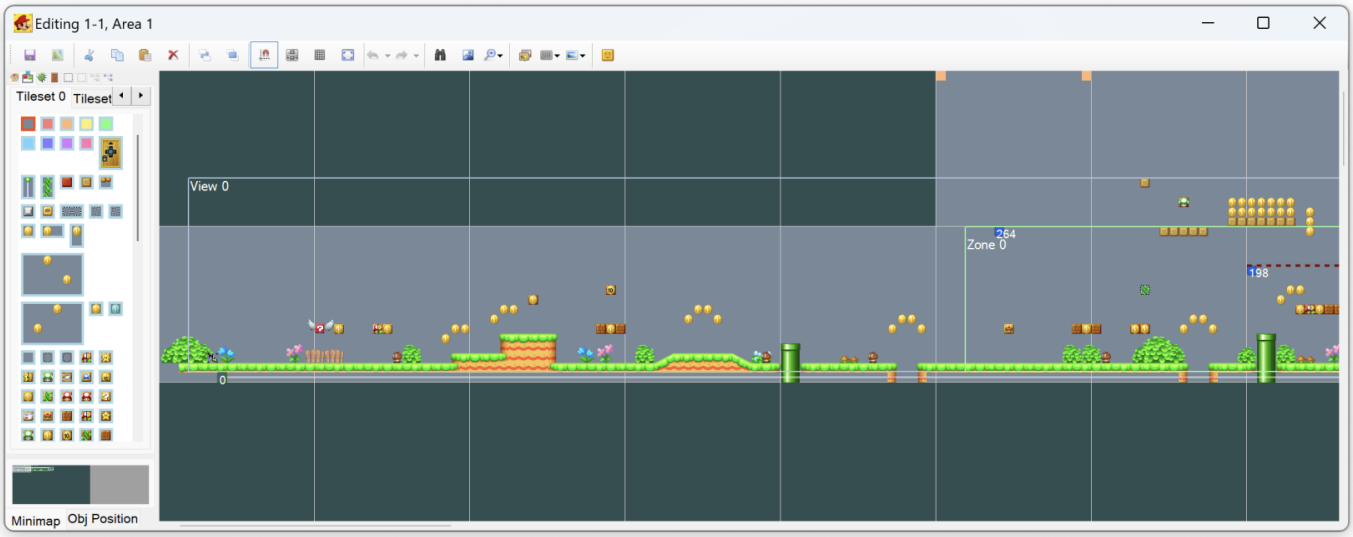
NSMBe

> 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 jyotyu 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

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