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 vise 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-enginering 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 suceeded 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

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