Console Tool – Instruction Guide

## Overview

This application aims to provide collective functionality of various tools and documents scattered across the internet used for hacking, modifying or the creation of original content for mainstream formats such as those found in games and game engines.

Support for proprietary formats is achieved using freely available documents reversed engineered, either by the hacking community or myself.

This application is closed source, and does not receive nor should be used to gain profits of any kind as it is intended as a means to better understand the way data is structured and manipulated through the various formats used.

If there are any discrepancies with anything from above, feel free to contact me via email at [lowlines@llref.emutalk.net](mailto:lowlines@llref.emutalk.net).

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# How to Use Console Tool

## Basic Operation

This application uses an interface which takes elements from multiple common programs such as Adobe Photoshop. If you are familiar with how these applications work, you should not find it too difficult to use it.

Opening a file can be done through two ways, by selecting the “Open File…” option (Ctrl+O) from the menu or by dragging selected file(s) from the desktop over the application.

By default, if a file does not match any known formats supported by the application, they shall be loaded into the Hex Viewer automatically. Alternatively if you wish to view a file in the Hex Viewer, it can be done by choosing the “View Hex” option from the toolbar.

The level of functionality will differ between different file types, which are further discussed later in this document.

## Palette Editor

The palette editor is designed to make modifications easy through the use of drag and drop and toolbar options provided.

## Graphic Editor

The graphic editor currently only displays a basic image.

## Cell/Sprite Editor

The cell editor currently only displays cells.

## Animation Editor

The animation editor currently only displays/plays back animations.

## Extended Cell/Animation Editor

There is only a very basic support for the extended editors, as well as have quite a lag when loading the graphics.

## Archive Editor

The archive editor also only supports viewing, but files/folders may be extracted by using the “Extract File” option on the toolbar.

# Supported Formats

Note: Although a format might be stated as supported, the level of functionality available may be very limited.

## Palette Formats

* Microsoft Palette (\*.pal)
* Usenti Palette (\*.pal)
* Adobe Color Table (\*.act, \*.raw)
* Nitro Color Resource (.\*nclr)

## Graphic Formats

* Nitro Graphic Resource (\*.ncgr, \*.ncbr)

## Cell/Sprite Formats

* Nitro Cell Resource (\*.ncer)

## Animation Formats

* Nitro Animation Resource (\*.nanr)

## Map/Screen Formats

* Nitro Screen Resource (\*.nscr)

## Extended Sprite Formats

* Nitro Mapped Cell Resource (\*.nmcr)
* Nitro Mapped Animation Resourced (\*.nmar)

## Archive Formats

* Nitro Archive (\*.narc)
* Nintendo DS Rom (\*.nds)

# Known Issues

* Bugs in the Adobe UI, some options have been disabled to avoid problems for the time being

# Frequently Asked Question (WIP)

**Does it open/support x? Why can’t I open x?**

Unless otherwise stated in this document, other formats are NOT supported.

**Can I export x?**

At this moment in time, only palettes are fully interchangeable. For support for converting/exporting shall come in the future.

**If you have any further questions, please feel free to post them in the project thread below…**

<http://www.romhacking.net/forum/index.php/topic,8407.0.html>