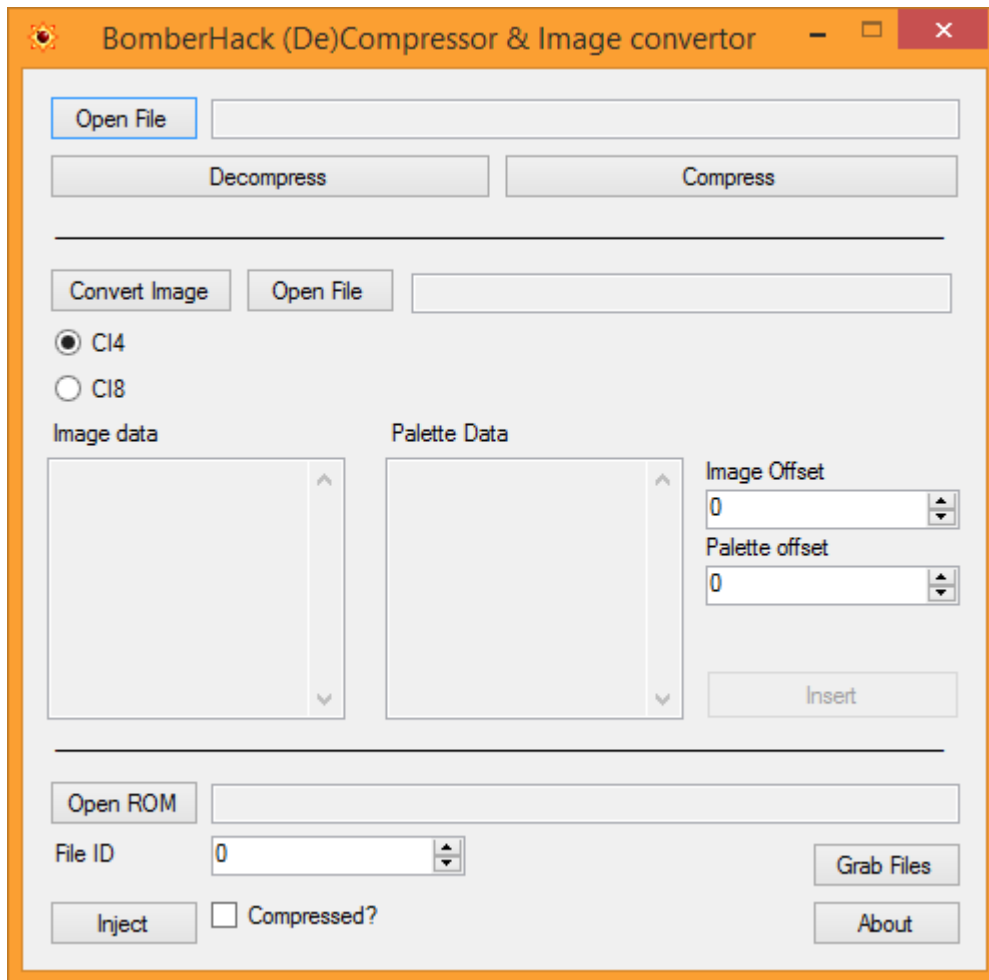


Welcome!

A quick introduction for using the BomberHacker.

Upon opening the “hacker”, you will be greeted with a simple UI, a bit like this one:



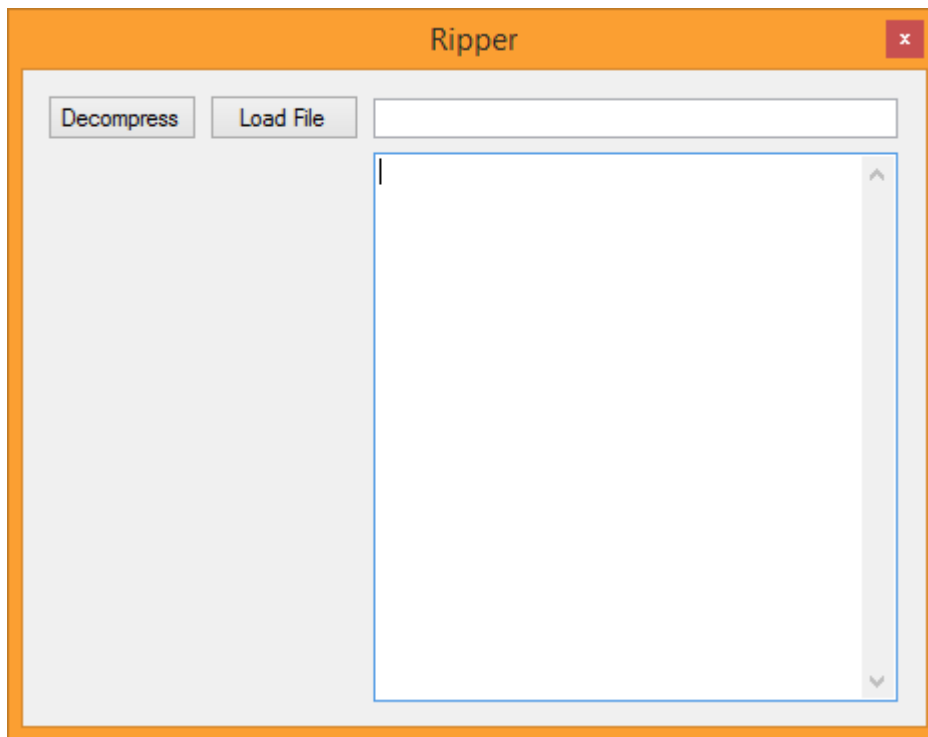
The program consists out of 3 modules: the (de)compressor, the image converter and “inserter”, and the file injector.

The (de)compressor (de)compresses files in the “LZSS\_0 1K variant” compression type. Take note, the compressor only tricks decompressors into returning the correct file. The compressed file is bigger than the decompressed file.

The image converter converts images into something readable for the N64. “Open file” opens an image file. “Convert image” converts the image. Once an image is converted you can insert this into a file. You need to manually find the image and palette offset before inserting. This can be done with a HEX editor or texture64. Once you have those, press insert, select the correct file, and save it.

To inject these, you open your ROM and select the correct file ID. If the file you’re injecting is already compressed, do check the “compressed” checkbox. Press inject, select your file that is going to overwrite the file ID, and save your ROM.

Now, how do you grab these files? This is done by pressing the “grab files” button in the bottom right corner. This opens a new screen. A bit like this:



Press “Load file”, then open up the bomberman 64 ROM (Bomberman 64 (USA).z64) and press “Decompress”. This might take a minute. If you check the folder of your ROM, you should see 2 new folders: “Compressed” & “Decompressed”. The injector can only inject files from “Table13\_XX” at the current moment.