Subject: ROM Question
Posted by rm5248 on Sun, 14 Jan 2007 04:14:21 GMT
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Does anybody know of a program to extract stuff from an N64 ROM? I can't find anything.

Subject: Re: ROM Question
Posted by Viking on Sun, 14 Jan 2007 04:28:26 GMT
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 Nope, not a one.

Subject: Re: ROM Question
Posted by Veyrdite on Sun, 14 Jan 2007 04:53:59 GMT
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out of curiosity, what game?

Subject: Re: ROM Question
Posted by Dave Anderson on Sun, 14 Jan 2007 05:07:53 GMT
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A program called "Project 64" can play ROMS if that is what you mean by "extract from". As for getting the content of a ROM, I have not ever seen such a thing.

Subject: Re: ROM Question
Posted by icedog90 on Sun, 14 Jan 2007 08:16:52 GMT
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Out of curiosity, where do ROMs come from? I've always wondered.

Subject: Re: ROM Question
Posted by Dave Anderson on Sun, 14 Jan 2007 08:39:12 GMT
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I have looked around and have not found any references to anything related to someone creating the first ROM.

Subject: Re: ROM Question
Posted by zunnie on Sun, 14 Jan 2007 13:19:49 GMT
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http://en.wikipedia.org/wiki/Read-only_memory

Subject: Re: ROM Question
Posted by rm5248 on Sun, 14 Jan 2007 15:55:43 GMT
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Dave Anderson wrote on Sat, 13 January 2007 23:07A program called "Project 64" can play ROMS if that is what you mean by "extract from". As for getting the content of a ROM, I have not ever seen such a thing.

Well, I want to extract the weapons models from Perfect Dark because I want to make some models based off of them.

  http://www.renegadeforums.com/index.php?t=msg&goto=179952&rid=1737&s
rch=facility#msg_179952 <-- sloth extracted facility from the Goldeneye ROM there

unfortunately, the link to the tutorial on how to get stuff out of the ROM is broken.

Subject: Re: ROM Question
Posted by R315r4z0r on Sun, 14 Jan 2007 16:21:39 GMT
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yes, I would like to know too... I have seen it done before.

Someone extracted the first level of Mario 64 and made it a Halo PC multiplayer map.

Subject: Re: ROM Question
Posted by Canadacdn on Sun, 14 Jan 2007 17:11:16 GMT
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I know how to make N64 models into W3D models.

Too bad they are untextured, and it's a bitch to redo it all from the crappy 5x5 textures from the game.

Subject: Re: ROM Question
Posted by Zion on Sun, 14 Jan 2007 17:14:08 GMT
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He wants to know how to extract the files from a .z64 or .v64 file.

So do i

Subject: Re: ROM Question
Posted by icedog90 on Sun, 14 Jan 2007 18:32:56 GMT
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WikipediaThe contents of video game console ROM cartridges can be extracted with special software, creating files known as "ROM images" for use in emulators.

We're getting somewhere, but I still don't really know how on earth they extract the ROM images from the cartridges...

Subject: Re: ROM Question
Posted by cmatt42 on Sun, 14 Jan 2007 19:57:04 GMT
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icedog90 wrote on Sun, 14 January 2007 12:32WikipediaThe contents of video game console ROM cartridges can be extracted with special software, creating files known as "ROM images" for use in emulators.

We're getting somewhere, but I still don't really know how on earth they extract the ROM images from the cartridges...
That's easy, they have little readers that they just plug into and hook it up to their computers.

Subject: Re: ROM Question
Posted by icedog90 on Sun, 14 Jan 2007 20:23:59 GMT
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Yeah, but what on earth is it? You can't really somehow plug a cartridge into a computer through something like USB.

Subject: Re: ROM Question
Posted by Cpo64 on Sun, 14 Jan 2007 20:28:21 GMT
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You have to dismantle a n64, hard wire it to a serial (or usb) cable, then wright the drivers so your able to read the cartridge.

Subject: Re: ROM Question
Posted by Veyrdite on Sun, 14 Jan 2007 22:16:32 GMT
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holy, the first level of super mario 64 in a halo mod
that would be bomb-omb battlefield wouldn't it?
i'd like to have the crappy old textures on the roms

Subject: Re: ROM Question
Posted by Chronojam on Mon, 15 Jan 2007 06:34:47 GMT
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Icedog: There are special development tools and backup devices available that will both directly connect to your computer, or write to a disk themselves. These have been around for a very long time and at one time arcade planners wanted to make it a possibility to pay to download copies of games right onto a floppy that you could then use.

It's hardware devices that have been specially crafted for this purpose although you could try to rig up a normal console to give you its ROM data, or even work as your video accelleration card if you wanted!

Everybody else: You certainly could extract model and texture files from a variety of different games using customized software tools, operating either in conjunction with a hardware based reader or a ROM image you managed to obtain via another surely-legal method. Some customized software tools have been made to work with several games, and some work only with a specific game, and allow you to manipulate the data in very interesting ways.

Subject: Re: ROM Question
Posted by icedog90 on Mon, 15 Jan 2007 17:05:43 GMT
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Thanks for the info, but someone did beat you to it by messaging me...