

dscraft nds file download



Nintendo DS(NDS) ROMs.

Nintendo DS, full name Nintendo Dual Screen – handheld game console successor of the Game Boy Advance / Gameboy Advance SP. Its distinguishing feature – the presence of two screens. Controls are implemented with buttons, touch screen and built-in microphone, the console also supports Wi-Fi in the range of 10-30 meters. It supports stereo sound and it is compatible with GBA games. The console was released in 2004, from January 26, 2006 Nintendo DS Lite became available for purchase, characterized by smaller dimensions and greater brightness screens. In October 2008 it was announced a new model Nintendo DSi, even more thin, equipped with 2 cameras, the SDHC-card slot, 256 MB of internal flash memory and increased to 3.25-inches screen. Unfortunately, the slot for GBA games has been removed, also in DSi was implemented the protection from Homebrew software, including emulators. However, some computer enthusiasts have managed to break the protection and create emulation software.

Nowadays, Nintendo DS is a very popular system to emulate on modern systems, such as PCs, android and iOS devices. Nintendo DS games roms and emulator software are open to public and can be downloaded for free. If you always wanted to play Pokémon series games, Super Mario 64, Mario Kart DS and other games, but don't have the console, it is time to try them out with the help of emulator.

DScraft.

DScraft is a DS homebrew adaptation of the popular game Minecraft. At the moment this is a rather complete adptation of "creative mode" (or minecraft Classic), which means there is only exploration and creation in this version. I am planning on attempting to adapt survival in future versions !

DScraft was made by smealum alone in his spare time and is in no way associated with Minecraft or Mojang.

Instructions.

Simply drag and drop DScraft.nds and the dscraft directory to your card. (NO NEED to transfer the separate worlds directory) IMPORTANT - if using nitroFS version, dscraft directory MUST BE in the same directory as DScraft.nds. if using FAT version, dscraft directory MUST BE at the root of the card.

Included are a "worlds" directory and mapGen program. The worlds directory contains several pre-generated worlds for you to explore; simply drag and drop the files to the dscraft/worlds directory to install each one. The mapGen program is used to generate new worlds. Simply execute it and follow the steps.

New worlds can be installed by copying .map files to the dscraft/worlds directory. Texture packs can be installed by unzipping them in a directory in the dscraft/packs folder. Screenshots are stored in the dscraft/screens directory.

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Full List of NDS ROMs.

Nintendo DS is simply known as one of the best and definitely the most popular handheld gaming consoles of all time. It was released back in 2004 in some parts of the globe. The following year, in 2005 it was released globally. The famous DS stands for dual-screen, a more common alternative. However, originally it was an acronym for Developers System. Nintendo DS was available for sale between 2004 and 2013 and during its lifespan, it was sold in over 125 million units, making it one of the most common devices of all time. The biggest rival was Sony PlayStation Portable.

The device has 2 screens that work together to provide superior gaming capabilities. The lower display is a touchscreen and it can be controlled using a stylus. A microphone is also available and used in some games. Probably more important is the fact the DS was able to utilize Wi-Fi to interact with other DS devices. This was available over a short range and there was no need to connect to actual Wi-Fi network. Additionally players were able to use Nintendo Wi-Fi connection service to play games online.

Before its release, Nintendo DS was known as the third pillar. The idea was to work together or as an addition to the GameBoy Advance and GameCube. It was also compatible with games developed for GBA and because of that, NDS soon became a successor to the GBA. The company released several, improved versions of the device. In 2006 Nintendo DS Lite was released. It was thinner and had better displays, with higher level of illumination. In 2008 Nintendo DSi was released. It also had several improvements compared to the original device but it lost GameBoy Advance compatibility! When combined all three versions were sold in record figures. The only gaming console that sold out more is Sony PlayStation 2.

Additionally, we can add that the Nintendo DS is known as iQue DS and it is 7th generation. The device uses ROM cartridges or Nintendo game cards to play games. The CPU consists of 2 ARM processors and DS has 4 MB of RAM memory. Cartridge is used for storage. 256 kb of flash memory is available. The resolution of the displays is 256x192 pixels.

Nintendo DS has been with us between 2004 and 2013 when it was discontinued. A new version of the device was released, known as Nintendo 3DS. The best-selling game for the console was New Super Mario Bros which was sold in 30.80 million copies and even known today as one of the best-selling games in history. This game and all possible versions or variations are available right here for you to download and enjoy.

Now you can play all possible Nintendo DS games directly on your computer. The ROMs we have prepared for you are based on actual cartridges developed for the console. The best examples are Pokemon Platinum, Pokemon - SoulSilver Version, Grand Theft Auto - Chinatown Wars (EU) and so much more. All you need is the ROM file and emulator and you are ready to play. In addition, you can play iconic games on all possible platforms including iOS, Android, Linux, Microsoft, and Mac.

DScraft.

DScraft is a Minecraft clone Homebrew for the Nintendo DS developed by Smealum.

Contents.

DScraft.

From the official website: DScraft is a DS homebrew adaptation of the popular game Minecraft. At the moment this is a rather complete adptation of "creative mode" (or minecraft Classic), which means there is only exploration and creation in this version.

There is hope for survival mode and multiplayer. These are tricky add-ons so be patient.

Links.

Place both DScraft.nds and the content of the plugin in SD:_dstwoplug\ folder.

How to install.

For nitroFS version :- place DScraft.nds anywhere on your card. - place the dscraft folder in the same directory as the .nds - that's it !

If that doesn't work, try the FAT version :- place DScraft_fat.nds anywhere on you card. - place the dscraft folder at the ROOT of your card. - that's it !

Compatibility List.

Flashcart nitroFS FAT Acekard 2i with AKAI0 1.8.8 Working Working R4DS using WoodR4 Working Working R4i (Revolution v1.41) [1] Not Working Working R4i Revolution using WoodR4 [2] Not Working Working M3iZero Not Working Working DSTwo Working Working CycloDS Evolution v2.3 Working Working R4i GOLD 1.66b Working Working M3 DS Real v4.5 Not Working Not Working M3 DS Real v4.9a Not Working Working TTDS v1.15 Not Working Working.

Name Size Author Description DScraft version DScraft Flat map v1.01 256x256 CannonFoddr A clean flat map near the spawn point and big structure around it to watch your creation from above. v1.0 screenshot 200811 DScraft Flat Flat v1.1 256x256 Albert X Based on DScraft Flat

Map by CannonFodr v1.01, this one is totally flat. 200811 Ray's pool hangout 256x256 Ray=D A pool, two towers and a mansion 200811 ChrisMCMine's Corld v0.1 v0.2 v0.3 512x512 ChrisMCMine The best DSCraft Map with a stadion, a cinema, a labyrinth, a pyramide, a big creeper, a very flat area, a church and some other buildings. v0.3: swimmingpools in each of the houses, open air bath and many other new buildings 310811 VatosGrottos 512x512 VatoLoco . it was either name it that, or call the map Loco's Labyrinth. yeah, clever. Anyway, it's still a work-in-progress.

This is a big ol' map ive been building on since DSCraft's initial release. Lots of stuff to explore here. Caves/Labyrinths (duh=P), A bunch of Lakes/rivers and docks, Plenty of Buildings, Huge-Ass Pyramid, Sphynx, Flyin' smiley, i dunno. stuff. Here's a screenshot.

Texture packs.

Currently, DSCraft only supports 16x16 texture size (256x256px terrain.png).

Name Author Description Tested on DSCraft version Default texture pack Eld Default DSCraft's textures. This texture's pack is already included in DSCraft, you don't need to place it into your 'DSCraft/Packs' folder. It's provided here as reference only. 200811 GeruDoku 1.7.3 Emkay443 Modified version of GeruDoku v1.7.3 200811 Original MineCraft Texture Pack Olivki and Notch Modified Version of Original MineCraft Texture pack, Thanks to gif4 200811 DsCraft ds777fighter No this is not the default texture pack!! 200811 LOLCarft (Edition 1) Adam An awesomely random texture pack that works with minecraft and DSCRAFT! 310811 MisaDS Luigionos This is a DS version of Misas Texturepack with custom wool blocks 310811 Ovos Rustic DS Luigionos This is a DS version of the Ovos Rustic textures with custom wool blocks 310811 Sommer Fields DS Luigionos This is a DS version of the Sommer Fields texturepack with custom wool blocks 310811.

Known bug.

Version Bug description Tested on, by Status 200811 Title screen: On game launch there are garbages lines on bottom screen until the title screen appear. Same thing happens when exiting the game to title screen when hitting Start button. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Known 200811 Title screen: Both screens have an odd refresh rate, it looks like it's blinking continuously with different brightness. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Fixed (220811) 200811 Title screen: On texture pack selection screen, when using the scroll bar the top and bottom screen are merged/swapped (like 10 lines at the top of each screen). SuperCard DSTwo - 3DS - Nitro FS, by Cyan Fixed (220811) 200811 Title screen: When loading a texture pack, either the bottom screen is printed in the top screen, either the top printed in the bottom screen. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Known 200811 in inventory: dragging a bloc to bottom line works fine (it swap textures correctly), but moving a block to another place holder is buggy. First time it swap, second time if you want to swap the newly moved block again back to it's place then it doesn't work, it's using the old block not the new one, and place two texture in the same place. always grab the bottomless texture. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Fixed (230811) 200811 In inventory: the square mark sometime is not centered on block area, and doesn't always follow the selected block. it reset only when selecting a block in the bottom line. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Known 200811 In game: In fly mode, left/right acts like touchscreen, you can't strafe anymore. SuperCard DSTwo - 3DS - Nitro FS, by Cyan Known 200811 In game: it's hard to move out of water. the player stay at the level of the last bloc, not at the top of it. report by CannonFoddr link, tested on SuperCard DSTwo - 3DS - Nitro FS, by Cyan Fixed (220811) 200811 In game: When walking along the edge of the map the blocks are not loaded. You need to move a little back and the map will load new blocks near your position. Sir_Voe link Fixed (230811) 200811 There's a weird glitch where sometimes when you use the bucket it creates what I think is cobblestone instead of water. Machomuu link Unable to reproduce 200811 It will freeze when loading to the planet.pack, and Freeze when pressing select : GURU MEDITATION ERROR, pc: 02010ECC addr:000340d0 Naito-Tanuki link New 200811 Calibration errors on 3DS (using DSTWO). Can be fixed by holding 'Start' when the FlashCart begins to load. (Small Screens) Naito-Tanuki Not a bug 200811 Guru Meditation Error: pc-01000200 addr-01000200 Naito-Tanuki (Tested with 3DS DSTWO using FAT version) New 200811 pc: 020266d4 addr: 1b02310b After opening the ds (exiting sleep mode) Dicamarques(Tested with 3DS Ak2i using Nitro version) New 200811 (this one it actually is a good bug XP) when you walk diagonally (pressing up and right at the same time) you walk twice as faster than normal. Dicamarques(Tested with 3DS Ak2i using Nitro version) New 200811 The moon "borns" next to the sun, she should born on the other side. PIC Dicamarques (Tested with 3DS Ak2i using Nitro version) Fixed (310811) 220811 Faces disappear after saving Many people Fixed (230811) 220811 The game sometimes freeze after press start in the game. SuperCard DSTwo - Nitro FS, by xpgnome New 220811 We are spawned in a different place Many people Not a bug 220811 I can't delete the water. SuperCard DSTwo - Nitro FS, by xpgnome Not a bug 220811 Deleting or adding blocks on the very edge of the map causes Guru error (pc: & addr: different each time) SuperCard DSTwo - Nitro FS, by CannonFoddr Fixed (310811) 230811 The game sometimes hang/freeze when save. 3Ds SuperCard DSTwo - Nitro FS, by DragonRider New 230811 The game freezes when I push select. (confirmed to freeze for a few seconds while the sky turns dark blue and back by dairyfarmer777 on R4i with FAT version) (possibly because its screen saving) PIC 3Ds SuperCard DSTwo - Nitro FS, by DragonRider New 230811 In game: Water blocks can be placed on top of other water blocks to form a 1x1 pillar when placing farther than 4 blocks away. When going in to the pillar one can just all the way up (the water doesn't let you sink). You can move out of them from up high and move back in after falling for a bit, stoping when you re-enter. (This is nice for a unobstructed view of the landscape however.) PIC1 PIC2 works with other blocks as well. Many people New 230811 In game: When replacing the block you selected and are using on the bottom with another from inventory, when trying to place it - it will still be the one before the switch (e.g. using dirt, its still selected - then goes to inventory and replaces with green(wool?) block [which also has along one edge red pixels along with "cyan cobble?", "blue wool"? and others have different color edge on them] you have green (still) selected but dirt is placed not green.) R4isdhc - DSLite - FAT, by dairyfarmer777 New 230811 In game: When walking around occasionally the sky, clouds, and blocks in the distance start to flash between 2 brightness. Seems like a thunderstorm but when you stop moving so does the flashing. R4isdhc -DSLite - FAT, by dairyfarmer777 New 230811 In game: When placing or deleting torchs (light blocks) near the map's edges (4 or less blocks), game crashes (Guru meditation error) or something strange happens. R4ds wood - DS tank - Nitro FS, by wilkyo Fixed (310811) 310811 In game: Close a door when we are inside should be prohibited. With blocks next to the door, we are blocked. Without blocks next to the door, it makes us jump to the sky. R4ds wood - DS tank - Nitro FS, by wilkyo New 310811 In game: When placing a block on any of the 5 other sides of another block with a ladder, the ladder turns invisible. R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 In game: Deleting the block an invisible ladder is on

will make it visible and float on it own. Placing a block behind it will make it invisible again. R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 In game: When at the top of the map, looking straight up, you can place water on the sky and that single block will give you a tower all the way to the ground. R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 In game: Breaking a torch at the top of the sky cause a guru meditation error (pc:020284C0 addr:03030307) R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 In game: Dynamic lighting bug - have a block float over another it will be dark and then break a block next the the dark one, it will be fully illuminated in sun/moon. R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 In game: When i start the game t sometimes wiggle. 3Ds, DsTwo by DragonRider New 310811 In game: Sometimes when i start the game i can jump very high (like the demo version). 3Ds, DsTwo by DragonRider New 310811 After standby the game hang. 3Ds, DsTwo by DragonRider New 310811 Can't place ladders in water. DSTT - DSLite, FAT by Kadinu New 310811 When placing ladders then save and reload a level, the ladders sometime disappear. DSTT - DSLite, FAT by Kadinu New 310811 In game: After saving near a wall or something sometimes the character spawns in a wall. R4isdhc -DSLite - FAT, by dairyfarmer777 New 310811 At startup: guru meditation error: pc:3B6244FC addr: 3B6244FC Benon1-FAT,DSTT New 310811 When placing water near a wall, jump really high into the air, takes about 5 seconds to come down, can see all of the map. Fat, M3 simply, DS phat New 310811 At startup: guru meditation error: pc:EE090F0C addr: EE090F0C (This must be because the game was not patched, patched game works) Ds Lite, FAT,R4 (Not patched) New . Title screen: Game will suddenly crash and come up with a command line for a few seconds then the game exits. However this only happened to me twice and I've been playing for nearly a month now! R4 and R4i card, by Adam New (Only on R4) N/A Playing Game: All the blocks in the map will flash white and then turn transparent. This is probably caused by the texture pack being read incorrectly. R4 and R4i card, by Adam Unidentified.

GUI for the map generator.

There is a graphical user interface for the command-line map generator by smealum called: DSCraft Map Generator GUI it supports creating map generation, naming the maps and other options that are related to the GUI and the command-line program by smealum. you can download the latest version here: DSCraft Map Generator GUI.

- As you guys can clearly see, mapGen.exe features some generic malware: [3]

- For those who cannot get this to run, or do not wish to use it - you need to run 'mapGen.bat' that's included in the DSCraft download file (inside the 'mapgen.rar' file)

- If you want a particular sized map, you need to edit 'mapGen.bat' (use Notepad or similar) & change the number after the line 'mapGen.exe' e.g. 'mapGen.exe 64' The number you choose is 1/4 of the size of map you want - so a '32' will produce a 128 x 128 map ($32 \times 4 = 128$)

The file produces will always be called 'testmap.map'

Requests and suggestions.

Add map switching portal(maybe add a portal block too) to let player switch to a designated map, because there is hard to create a infinity map in NDS, switching map maybe a good choice.