



After two months of diving into NESMaker and learning its ins and outs, I'm excited to finally release a patch that addresses many bugs and quirks in the program!

This patch smooths out several issues and aims to make NESMaker more user-friendly, especially for newcomers. For example, values like the coordinates for SpriteHUD or character physics can now be adjusted directly through UI constants, so you won't have to dive into the code to make changes. Plus, there are input presets for all modules, letting you create a basic game setup with just a few clicks — especially convenient for long-beard users who get lazy with each new game.

FIXES

- Improved Camera System by SciNEStist
- Camera Seam Fix (TakuikaNinja & Dale Coop)
- Vertical Movement in Platformers (kevin81)
- Black Tile Row Issue in Metroidvania (Board-B)
- Player Abrupt Stop on Ceiling Collision (Jonny)
- Invisible Damage Bug (CluckFox)
- Enhanced Ladder Mechanics (Board-B)
- Projectile Initialization Bug Fix (TakuikaNinja)
- Textbox Button Mashing (Dale Coop)
- Tile Palette First Color Fix (Dale Coop)
- 8-frame EndAnimation Support (Dale Coop)
- Textbox Path Cancellation Fix (Dale Coop)
- Prize Tile Not Disappearing (m8si & SciNEStist)
- WarpToScreen Tiles Movement Stop Issue
- Landing "Walking in Place" Bug (Board-B)
- Ladder Fixes (Board-B, Smile Hero)
- Reduced Tile Glitching in Scrolling (Smile Hero)
- Simultaneous HUD Updates (Dale Coop)
- Monster Weapons Functionality (Nightmusic)

OPTIMIZATION

- doGetRandomNumber (TakuikaNinja)
- doLoadScreen16 - 17% free space (JamesNES)
- Deleted Unused Constants
- More Space on the Overflow RAM
- 2 Free Bytes on Zero Page RAM bytes

ADDITIONS

- UnTriggerScreen macro (Dale Coop)
- CountObjectType (B-Board)
- ChangeTileAtPosition (Dale Coop, B-Board)
- FlashScreen Macro
- Input Presets for all modules
- Diagonal Movement for Adventure Module
- Variable to limit projectiles per screen
- More constants to customize physics, camera, spriteHUD, etc.

While this patch doesn't introduce new features like Game Over screens or effects like Light Rain, it keeps NESMaker as close to vanilla as possible, focusing primarily on stability and ease of use.

If you want a patch that adds content, please check out the amazing [BBI Modules 2.1.0](#) by Board-B.

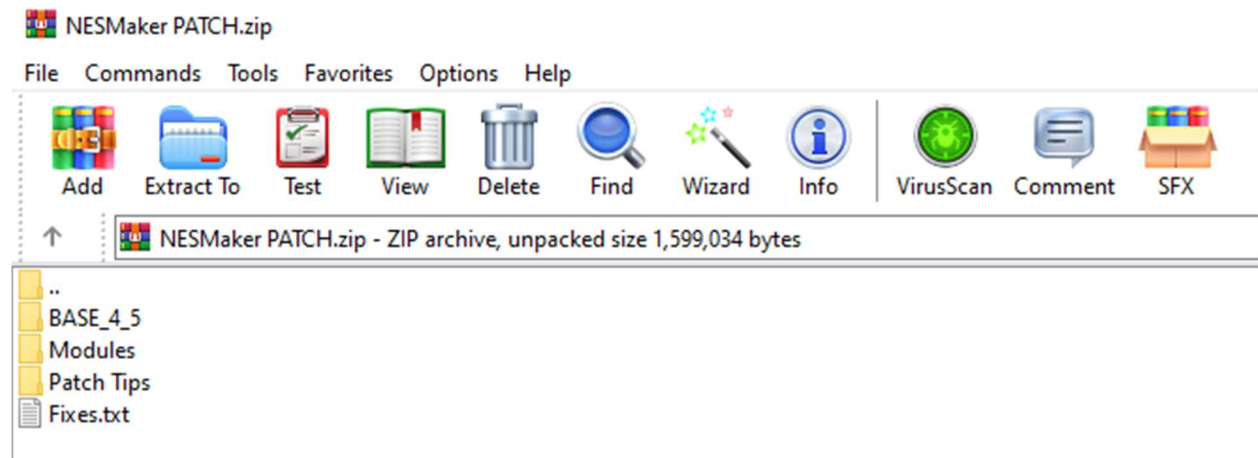
HOW TO INSTALL THIS PATCH

⚠ PROCEED WITH CAUTION ⚠

You may only apply this patch on vanilla NESMaker.























You may not use this patch if you are already making a game unless you want to reset the development.

1. Download and extract the attached .zip




























BASE_4_5	Fixed Code
Modules	Fixed Modules
Patch Tips	Some screenshots on tips on Object Details, Screen, etc. to get a less glitchy game on NESMaker

2. Go to **GameEngineData > Routines** and replace the existing BASE_4_5 with the new one.
Make sure to make a backup of the original Base.

	BankData	8/22/2024 6:10 PM	File folder	
	GameData	8/22/2024 6:10 PM	File folder	
	Graphics	8/22/2024 6:10 PM	File folder	
	Plugins	8/22/2024 6:10 PM	File folder	
	Routines	8/22/2024 6:10 PM	File folder	
	ScreenData	8/22/2024 6:11 PM	File folder	
	ScreenData2	8/22/2024 6:11 PM	File folder	
	Sound	8/22/2024 6:11 PM	File folder	
	asm6	10/30/2016 8:27 AM	Application	64 KB
	copyAndFlashCart	6/2/2020 7:49 PM	Windows Batch File	1 KB
	demo	11/7/2024 2:04 PM	Text Document	10,503 KB
	ERASE_PRG	7/28/2013 11:32 AM	BIN File	1 KB
	flashcart	4/23/2020 3:45 PM	Windows Batch File	1 KB
	ft_txt_to_asm	2/26/2018 8:21 PM	Application	4,948 KB
	game	11/7/2024 2:04 PM	NES File	513 KB
	game.nes	11/30/2018 10:58 AM	DEB File	1 KB
	gameCharacter	1/11/2018 3:37 AM	BIN File	0 KB
	gameDetails	1/11/2018 3:37 AM	Text Document	1 KB
	gameProgram	1/11/2018 3:37 AM	BIN File	512 KB
	gameProgram_2	2/3/2017 9:31 PM	BIN File	512 KB
	MainASM	10/7/2019 1:05 PM	ASM File	1 KB
	TestBat	10/30/2016 8:27 AM	Windows Batch File	1 KB

3. Go to the **Modules** folder and **replace** the existing modules with the new ones.
Make sure to make a backup of the original Modules.

	de	8/22/2024 6:11 PM	File folder	
	Emulator	8/22/2024 6:11 PM	File folder	
	es	8/22/2024 6:11 PM	File folder	
	Flasher	8/22/2024 6:10 PM	File folder	
	fr	8/22/2024 6:10 PM	File folder	
	GameEngineData	11/7/2024 12:40 PM	File folder	
	GraphicAssets	11/5/2024 1:15 PM	File folder	
	help	8/22/2024 6:11 PM	File folder	
	ja	8/22/2024 6:11 PM	File folder	
	libs	8/22/2024 6:11 PM	File folder	
	Modules	8/22/2024 6:11 PM	File folder	
	pl	8/22/2024 6:11 PM	File folder	
	Plugins	8/22/2024 6:11 PM	File folder	
	Projects	11/7/2024 2:06 PM	File folder	
	ProjZips	8/9/2020 12:48 PM	File folder	
	ru	8/22/2024 6:11 PM	File folder	
	runtimes	8/22/2024 6:11 PM	File folder	
	Sound	8/22/2024 6:11 PM	File folder	
	TutorialAssets	8/22/2024 6:11 PM	File folder	
	asmLang	9/9/2018 6:54 PM	Microsoft Edge H...	1 KB
	copyAndFlashCart	6/2/2020 6:49 PM	Windows Batch File	1 KB
	dna.dll	3/31/2018 1:45 PM	Application exten...	2,830 KB
	FastColoredTextBox	2/22/2018 4:37 PM	Microsoft Edge H...	131 KB
	GraphicAssetList	5/18/2020 8:49 AM	Microsoft Edge H...	22 KB
	Loading	11/7/2024 2:06 PM	Text Document	1,486 KB

...And with that, you're all set!

As with any patch, there may still be a few bugs, and it's very much a work in progress.
I'd love to hear any feedback, suggestions, or recommendations for improving the code.
This patch wouldn't have been possible without the support of this incredible community and the forums, whose contributions are credited throughout the code.

Watch this thread online:

<https://nesmakers.com/index.php?threads/nesmaker-4-5-9-community-patch.8976/>