

# Resident Evil

## —— バイオハザード ——

**NOTE1:** Most common/up to date tools have their first cell highlighted green. The other tools are still fine, but are either superseded by newer tools,

are old versions, are no longer necessary or are uncommonly used by most modders.

**NOTE2:** The first four columns of the table are three phase sortable by clicking on the header!

| Tool Name                  | Download                   | Date           | Author(s)   | Info/Site            | Short Description  |
|----------------------------|----------------------------|----------------|-------------|----------------------|--|
| Remake Model Converter     | <a href="#">09/20/2007</a> | 09/20/2007     | ???         | ???                  | Convert models   |
| Texturas                   | <a href="#">v2.0</a>       | 01/02/2011     | ???         | ???                  | ???  |
| Bio Apps                   | <a href="#">Multiple</a>   | 11/22/2020     | Megan Grass | <a href="#">Info</a> | Pack of old, commandline and Window apps for RE games      |
| BIOFAT Edited 2018 Working | <a href="#">???</a>        | 01/20/2012     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 02/08/2011     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 02/08/2011 Fix | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 03/01/2011     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 03/28/2011 XP  | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 04/14/2011     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 04/24/2011     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 06/23/2011     | Megan Grass | <a href="#">Info</a> | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 07/09/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 07/12/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 07/20/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 07/24/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT                     | <a href="#">???</a>        | 08/03/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |

| Tool Name            | Download                 | Date           | Author(s)   | Info/Site            | Short Description  |
|----------------------|--------------------------|----------------|-------------|----------------------|--|
| BIOFAT               | ???                      | 09/22/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT               | ???                      | 09/29/2010     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT               | ???                      | 10/27/2012 SVN | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BIOFAT               | ???                      | 11/14/2012 SVN | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| BioFAT Redux         | <a href="#">v0.1.0.0</a> | 05/15/2022     | Megan Grass | ???                  | A utility to handle multiple file types for multiple games |
| GameCube ISO Creator | <a href="#">v1.00</a>    | 01/04/2004     | kojirou_san | <a href="#">Info</a> | Easy to follow wizard to create Gamecube ISO images        |
| RERBE                | <a href="#">v0.1.7</a>   | 01/09/2014     | TTEMMA      | <a href="#">Info</a> | Remake Background Editor                                   |

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<https://www.classicremodification.com/> - **Classic RE Modification**

Permanent link:  
[https://www.classicremodification.com/doku.php?id=remake\\_tools&rev=1695364687](https://www.classicremodification.com/doku.php?id=remake_tools&rev=1695364687)

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