The very specific title of this post should lure Mac users here, that have read about **the C64 preservation project releasing tons of C64 disk images** and downloaded the stuff just to see, that most of the images are in the nbz format, which seems to be a compressed version of the raw conversion format from the old 1541 II-disk drive.

Converting this nbz images to the rather common d64 format, which can be read by emulators like **Vice** or **VirtualC64**, seems to be only possible by using the „nibtools“ by the guys at the C64 preservation project. That’s a bunch of scripts based on the **opencbm-project**, that can read/write from/to a 1541 II-drive and convert different image formats. Specifically you need „nibconv“ from that package.

Lallafa talked about fetching nibtools using MacPorts over **at his blog**. However, I don’t like MacPorts. I’m a homebrew user. Homebrew, however, doesn’t seem to have nibtools available and judging by their release policy, they will never have, because it’s a real small, unmaintained bunch of scripts.

However, compiling it isn’t really hard. Read on:

- Install opencmb and cc65 using homebrew:

  ```
  brew install opencbm cc65
  ```

- Checkout nibtools from their svn repository:

  ```
  svn co https://c64preservation.com/svn/nibtools/trunk
  ```

  (You’ll have to accept their self signed certificate there)
- The file *bitshifter.c* is not quite working for our environment, but I’ve made a patch for this: Download **this gist** and run:

  ```
  cd <checkout directory> && cat <Download directory>/bitshifter.patch | patch
  ```

- Compile the tools:

  ```
  make -f GNU/Makefile CBM_LNX_PATH=/usr/local/Cellar/opencbm/0.4.99.97 SVN=trunk
  linux
  ```

  (You might have to adjust the opencbm-path there)

And you’re through. The compilation should run fine and afterwards you can use nibconv in the checkout directory.

Have fun with your new load of retro games.