

File Table

A table of contents for the files inside of a NSMB DS ROM.

Note: **bold** entries are folders.

TODO: Expand this table to contain all files, splitting the table if needed

Files	Subfiles	Sub-sub-files	Usefulness
fnt.bin			<i>File Name Table</i> It contains filenames, folders and folders names.
fat.bin			<i>File Allocation Table</i> It contains every file's address in the rom and its size.
header.bin			?
arm9ovt.bin			It lists every arm9 overlay, its location in the rom and where it should be loaded in the ram.
arm7ovt.bin			It should list every arm7 overlay, its location in the rom and where it should be loaded in the ram.
arm9.bin			The code for the main processor.
arm7.bin			<i>The code for the coprocessor.</i>
banner.bin			<i>It has the NSMB ROM game icon</i>
rsasig.bin			<i>Some signature</i>
root			
	00DUMMY		<i>Empty, NSMBe uses it to store tileset, their objects' descriptions, backgrounds and music names after renaming them</i>
	BUILDTIME		<i>Last game build time</i>
	mgvs_sound_data.sdat		<i>Minigames music</i>
	sound_data.sdat		<i>Main game music</i>
	ARCHIVE		<i>It contains all the Minigames graphics and MvsL stuffs</i>
	BG_chk		<i>Tile behaviors for tilesets</i>
	BG_ncg		<i>It contains all the Tilesets and BGs graphics stuff (only images, not palettes)</i>
	BG_ncl		<i>It contains all the Tileset and BGs palettes</i>

Files	Subfiles	Sub-sub-files	Usefulness
	BG_nsc		<i>It contains all the BGs' nsc files (remember the tilesets don't have a .nsc file)</i>
	BG_pnl		<i>Map16 for tilesets</i>
	BG_unt		<i>Objects info for tilesets</i>
	course		<i>It contains all the levels .bin files</i>
	demo		<i>It contains some cutscene stuffs</i>
	ending		<i>It contains other ending stuffs (like the tower BG)</i>
	enemy		<i>It contains the enemies' models and animations</i>
	ipl		<i>It contains the graphics of the icon visible on the DS/DSi/3DS family menu</i>
	map		<i>It contains all the Worldmap files</i>
	obj		<i>It contains the graphics of the 2D things</i>
	particle		<i>It contains particle files</i>
	player		<i>It contains player's models and animations</i>
	polygon_unit		<i>It contains some levels effects, the quicksand files, the pipe graphics, and the End-of-level graphics</i>
	script		<i>It contains BMG files (used for In-Level pause scripts, Worldmap's pause scripts, and for the Titlescreen's File Select scripts)</i>
	uiStudio		<i>It contains HUD files (ncg, ncl, nsc, bnbl, bncl and bncl)</i>
overlay7			<i>It should contain the overlays for the arm7 processor</i>
overlay9			<i>It contains the overlays for the arm9 processor</i>

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