

Jyotyuu Tileset

1. Jyotyuu Palette

These files are the palettes used by the Jyotyuu tileset:

- root/BG_ncl/d_2d_AJJ_jyotyuu_B_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyuu_F_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyuu_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyuu_R_ncl.bin
- root/BG_ncl/d_2d_AJJ_jyotyuu_W_ncl.bin

2. List of graphics that use the Jyotyuu Palette

Folder	Bitmap	Description
/BG_ncg	d_2d_AJJ_jyotyuu	Default jyotyuu graphics
/BG_ncg	d_2d_TEN_AJJ_jyotyuu	Animated blocks, bricks and coins
/obj	A_block_hahen	Debris animations for destroyed blocks
/obj	A_block	Animations for blocks being hit
/obj	A_tikuwa_block	Donut lift
/obj	I_item	Power Ups
/obj	I_kakushitobira	Event Activated Door
/obj	I_mark_star	A star, seems to be unused
/obj	I_minigame_block	Animations for 1-Up Toad house blocks
/obj	I_minigame_item	1-Up Toad house card graphics
/obj	I_obj_kemuri	Smoke (?) seems to be unused too
/obj	I_obj_kira_I	Sparks, they seem to be used by Mega Mario, but only with the first jyotyuu palette

/obj	I_obj_kira	Smaller sparks, apparently used when collecting an 1-Up mushroom and after stomping on a blue Koopa
/obj	I_obj_sunakemuri	Smoke (?) unused as well
/obj	I_obj_yajirushi	Arrow, apparently unused since it was removed from the European version

3. Important

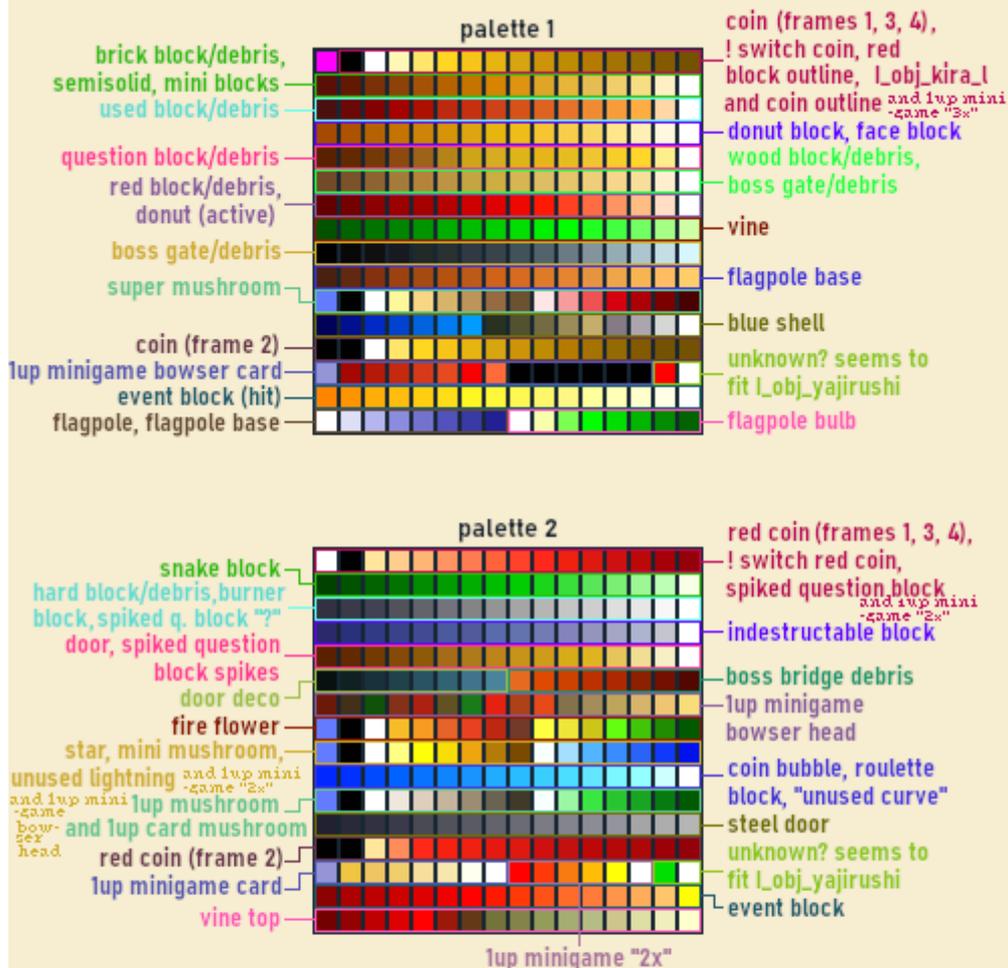
When you click "import bitmap and recreate pallete" on a file that uses the Jyotyru Pallete, it will recreate the Jyotyru Pallete, with new colours.

Other objects use the Jyotyru Pallete, but they will not match up with the pallete anymore, because it has been modified to match the Jyotyru tileset, so you have to open all the files that use the pallete and the pallete open at the same time, then click "import bitmap and recreate pallete". Or you can modify the Jyotyru Tileset with the built in editor which will not modify the Jyotyru Pallete.

4. Jyotyru labels

The following picture shows which objects use which colors in the different Jyotyru Palletes:

jyotyuu palette with labels



note: not every colour boxed is necessarily used

bonus notes: "I_obj_kira", "I_mark_star_ncg", and "I_obj_yajirushi" all seem to work with the jyotyuu palette but are probably unused (the former seems to be replaced by particles, while the latter is definitely unused, as its was removed by the european release of the game). "I_obj_kemuri" and "I_obj_sunakemuri" also could technically use the jyotyuu palette, but they also seem to be unused---probably also replaced by particles; the former can be seen in a prerelease screenshot (using a palette either different from or an earlier version of the jyotyuu palette). The vine in "I_item_ncg" also seems unused, while the star powerup uses both the jyotyuu palette but also the enemy palette (in order to make it flash). some of the ones that are mentioned on several palette lines only use one colour from it (usually black or white)

Credits to D.M. for the research and the image

Note: The palette colors will vary depending on the Jyotyuu palette, but the objects will still use the same colors.

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