

# File Table

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

Note: **bold** entries are files.

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

Filepath	Description
<b>fnt.bin</b>	<i>File Name Table</i> It contains filenames, folders and folders names.
<b>fat.bin</b>	<i>File Allocation Table</i> It contains every file's address in the rom and its size.
<b>header.bin</b>	<a href="#">Header</a>
<b>arm9ovt.bin</b>	It lists every arm9 overlay, its location in the rom and where it should be loaded in the ram.
<b>arm7ovt.bin</b>	It should list every arm7 overlay, its location in the rom and where it should be loaded in the ram.
<b>arm9.bin</b>	The code for the main processor.
<b>arm7.bin</b>	<i>The code for the coprocessor.</i>
<b>banner.bin</b>	Contains the game banner text and icon shown in the system bios
<b>rsasig.bin</b>	<i>Some signature</i>
/	Root folder
<b>/00DUMMY</b>	<i>Empty, NSMBe uses it to store tileset, their objects' descriptions, backgrounds and music names after renaming them</i>
<b>/BUILDTIME</b>	<i>Last game build time</i>
/ <b>mgvs_sound_data.sd at</b>	<i>Minigames music</i>
<b>/sound_data.sd</b>	<i>Main game music</i>
<b>/ARCHIVE/</b>	Contains archives for minigames and download play

Filepath	Description
/BG_chk/	Contains tile behaviour files for tilesets
/BG_ncg/	Contains bitmaps for tilesets, backgrounds, and tile animations
/BG_ncl/	Contains palettes and palette animations for tilesets and backgrounds, as well as jyotyū palette
/BG_nsc/	Contains tilemaps for backgrounds
/BG_pnl/	Contains tilemaps for tilesets
/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/	Contains bitmap and palette for DS Download Play banner icon
/map/	<i>It contains all the Worldmap files</i>
/obj/	Contains bitmaps and palettes of in-course sprites
/particle/	Contains particle archives
/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/	Contains files related to game UI
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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