

Files in Overlays and ARM9

TODO:

- File IDs of files in archives.
- More files?
- Maybe the makeshift file tree could be replaced with something else.

This page documents every file that isn't in the regular file system so that they are easier to find.

Location	File type	Address	Compression	Info
ARM9	NARC	0x026CE0-0x03267B	None	Internally named menu_common . Contains multiplayer loading screen graphics and minigame menu graphics.
ARM9	NARC	0x03267C-0x03744F	None	Internally named message_common . Contains the menu window font, the fireball loading graphic, and error message files.
ARM9	SDAT	0x037450-0x039807	None	Multiplayer loading screen SDAT.
Overlay 0	.bin (tile behaviour)	0x02FDA4-0x0301A3	None	Jyotyuu tileset tile behaviours.
Overlay 1	_ncg.bin	0x000E64-0x001453	LZ77	Bootscreen Nintendo logo graphics
Overlay 1	_ncl.bin	0x001634-0x001653	None	Bootscreen Nintendo logo palette.
Overlay 1	_nsc.bin	0x001654-0x001843	LZ77	Bootscreen Nintendo logo tilemap.
Overlay 1	_ncg.bin	0x001844-0x00256B	LZ77	Bootscreen copyright info graphics.
Overlay 1	_ncl.bin	0x00256C-0x00258B	None	Bootscreen copyright info palette.
Overlay 1	_nsc.bin	0x00258C-0x002843	LZ77	Bootscreen copyright info tilemap.
Overlay 8	_ncl.bin	0x01E198-0x01E397	None	Credits text palette.

Location	File type	Address	Compression	Info
Overlay 8	_ncg.bin	0x01E730-0x021F2F	None	Credits text graphics.

FILESYSTEM [menu_common]

fnt.bin

fat.bin

root

menu

common

d_2d_UI_O_2P_game_DL_boot_b_d_ncg.bin

d_2d_UI_O_2P_game_DL_boot_b_d_ncl.bin

d_2d_UI_O_2P_game_DL_boot_b_d_nsc.bin

d_2d_UI_O_2P_game_DL_boot_o_d_ncl.bin

d_2d_mgvs_bg_layer01_nsc.bin

d_2d_mgvs_bg_layer13_nsc.bin

d_2d_mgvs_bg_layer_message01_nsc.bin

d_2d_mgvs_bg_menu_common01_nsc.bin

d_2d_mgvs_bg_menu_common03_nsc.bin

d_2d_mgvs_bg_menu_common_J_ncl.bin

d_2d_mgvs_menu_common_J_ncl.bin

USA

UI_O_2P_game_DL_boot_d.bncl

UI_O_2P_game_DL_boot_o_d_ncg.bin

d_2d_mgvs_bg_menu_common_ncg.bin

d_2d_mgvs_menu_common_nce_ncg.bin

FILESYSTEM [message_common]

fnt.bin

fat.bin

root

message

common

d_2d_mario_3Dfont_ncl.bin

USA

d_2d_mario_3Dfont_ncg.bin

error.bmg

font_a.NFTR

font_b.NFTR

msg_data.bin