

# 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 <b>menu_common</b> . Contains multiplayer loading screen graphics and minigame menu graphics.
ARM9	NARC	0x03267C-0x03744F	None	Internally named <b>message_common</b> . 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	<a href="#">Jyotyu tileset</a> 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