

Jyotyū Tileset

TODO:

- 3d tile table
- hardcoded tile properties
- test camera controller priority when tiled across chunks and when two are in one tile object
- pictures
- lede

1. Jyotyū Palette

These files are the palettes used by the Jyotyū tileset:

File	Description
/BG_ncl/d_2d_AJ_jyotyū_B_ncl.bin	Blue (underground) jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_F_ncl.bin	Blue coin palette
/BG_ncl/d_2d_AJ_jyotyū_ncl.bin	Normal jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_R_ncl.bin	Red (volcanic) jyotyū palette
/BG_ncl/d_2d_AJ_jyotyū_W_ncl.bin	Grey (winter) jyotyū palette

2. List of graphics that use the Jyotyū Palette

Folder	Bitmap	Description	Palette Number
/BG_ncg	d_2d_AJ_jyotyū_ncg.bin	Graphics for the jyotyū tileset	Either + blue coin palette
/BG_ncg	d_2d_TEN_AJ_jyotyū_ncg.bin	Animated tiles for the jyotyū tileset	Either + blue coin palette
/obj	A_block_hahen_ncg.bin	Destroyed block debris	0 (brick block, wood block, question block, red block, used block, boss gate debris), 1 (hard block, boss bridge debris)
/obj	A_block_ncg.bin	Bumped blocks/coin, event trigger block, roulette block, spiked question block, snake block ends, face block, coin bubble	0 (question block, used block, brick block, event trigger block (hit), coin, face block), 1 (roulette block, spiked question block, snake block, coin bubble)

/obj	A_hyouji_8bit_ncg.bin	Shown when unused VsTimesUp StageFX type is used	0
/obj	A_tikuwa_block_ncg.bin	Donut lift (stood on)	0
/obj	I_item_ncg.bin	Power-ups and vine top	0 (super mushroom, blue shell), 1 (fire flower, star, mini mushroom, 1up mushroom, vine top)
/obj	I_kakushitobira_ncg.bin	Event Activated Door	1
/obj	I_mark_star_ncg.bin	Unused	1
/obj	I_minigame_block_ncg.bin	1-Up Toad house block graphics	0
/obj	I_minigame_item_ncg.bin	1-Up Toad house card graphics	0 (Bowser card), 1 (1up cards)
/obj	I_obj_kira_l_ncg.bin	Mega Mario sparkles	0
/obj	I_obj_kira_ncg.bin	Small sparkles. Appear around a blue shell when dropped by a blue koopa troopa	0

3. Camera Controllers

Map16 tiles 1 through 6 have hardcoded behaviours that affect how the camera behaves when approaching a chunk. When multiple are in a chunk, the highest-priority tile object takes precedent. NSMBe assigns these tiles colours for visibility in the editor. Tiles 7 and 8 — a vine stopper and an invisible wall, respectively — are not known to have any hardcoded properties despite similarly being coloured by NSMBe.

- 1:** Camera blocker; prevents the camera from entering a chunk, even when it contains tiles.
- 2:** Allows camera to enter empty chunks.
- 3:** Smoothly raises bottom of camera out of a chunk when approached from the left; conversely, allows camera to smoothly lower into a chunk when approached from the right.
- 4:** Smoothly lowers top of camera out of a chunk when approached from the left; conversely, allows camera to smoothly raise into a chunk when approached from the right.
- 5:** Smoothly raises bottom of camera out of a chunk when approached from the right; conversely, allows camera to smoothly lower into a chunk when approached from the left. Misleadingly described as forbidding the camera from entering chunks by NSMBe.

6: Smoothly lowers top of camera out of a chunk when approached from the right; conversely, allows camera to smoothly raise into a chunk when approached from the left.

4. Tile Behavior Changes

When certain switches are triggered, tile behaviors of specific map16 tiles change. This is done in conjunction with switch-triggered tile animations to make things like blue coins and red blocks appear.

P-Switch

These tiles change when a p-switch or a red ring set to act like a p-switch is triggered.

Map16 tile	Changed behavior
36 (P-switch blue coin)	<code>0x04000200</code> - Coin (blue sparkles)
37 (P-switch red-coloured coin)	<code>0x02000200</code> - Coin (Unk param 2)

Additionally, all tiles in the jyoty tileset with the behavior `0x00000200` (coin) will change to `0x00001000` (brick block) and, likewise, all tiles with the behavior `0x00001000` (brick block) will change to `0x00000200` (coin).

!-Switch

These tiles will change when a !-switch with normal settings or a red ring set to act like a !-switch is triggered.

Map16 tile	Changed behavior
29 (Red block outline)	<code>0x00000800</code> - Explodes into used block
30 (Red block outline)	<code>0x00000800</code> - Explodes into used block
39 (Red coin outline)	<code>0x02000200</code> - Coin (Unk param 2)
40 (Snake block)	<code>0x00000200</code> - Coin

!-Switch (red blocks only)

These tiles will change when red ring set to "Red Blocks only" mode or a !-switch with "Delay on multiple" is set to "Unknown" is triggered.

Map16 tile	Changed behavior
29 (Red block outline)	<code>0x04000800</code> - Explodes into brick block

30 (Red block outline)

0x04000800 - Explodes into brick block

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