

Jyotyuu Tileset

1. Jyotyuu Palette

These files are the palettes used by the Jyotyuu tileset:

File	Description
/BG_ncl/d_2d_AJ_jyotyuu_B_ncl.bin	Blue (underground) jyotyuu palette
/BG_ncl/d_2d_AJ_jyotyuu_F_ncl.bin	Blue coin palette
/BG_ncl/d_2d_AJ_jyotyuu_ncl.bin	Normal jyotyuu palette
/BG_ncl/d_2d_AJ_jyotyuu_R_ncl.bin	Red (volcanic) jyotyuu palette
/BG_ncl/d_2d_AJ_jyotyuu_W_ncl.bin	Grey (winter) jyotyuu palette

2. List of graphics that use the Jyotyuu Palette

Folder	Bitmap	Description
/BG_ncg	d_2d_AJ_jyotyuu	Graphics for the jyotyuu tileset
/BG_ncg	d_2d_TEN_AJ_jyotyuu	Animated tiles for the jyotyuu tileset
/obj	A_block_hahen	Debris animations for destroyed blocks
/obj	A_block	Animations for blocks being hit
/obj	A_tikuwa_block	Donut lift (stood on)
/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	1-Up Toad house block graphics
/obj	I_minigame_item	1-Up Toad house card graphics
/obj	I_obj_kemuri	Smoke (?) seems to be unused too

/obj	I_obj_kira_l	Mega Mario sparkles
/obj	I_obj_kira	Small sparkles. Appear around a blue shell when dropped by a blue koopa troopa
/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

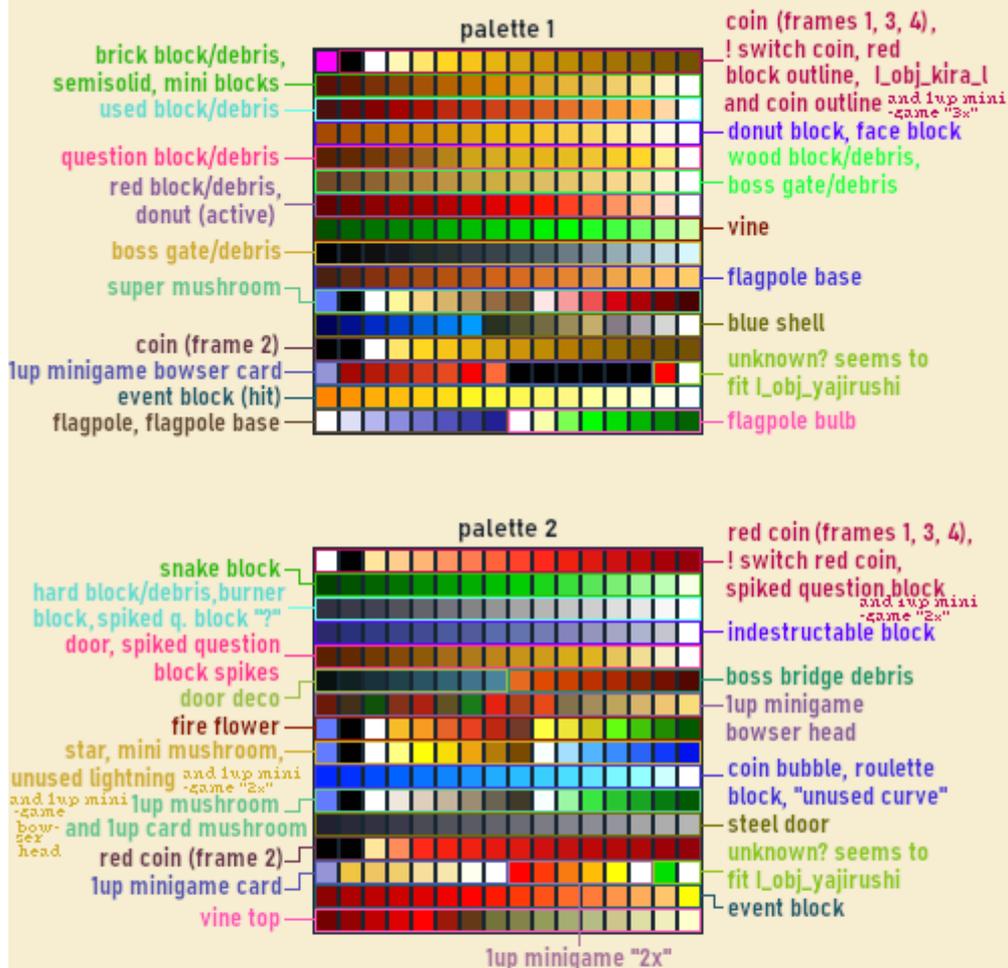
When you click "import bitmap and recreate palette" on a file that uses the Jyoty Palette, it will recreate the Jyoty Palette, with new colours.

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

4. Jyoty labels

The following picture shows which objects use which colors in the different Jyoty Palettes:

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 it 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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