

# World Map Files

TODO: Finish the rest & update the descriptions

## Map Folder:

| Files                 | Description / Information   |
|-----------------------|---|
| cursor_koopa_jr.nsbca | Bowser Jr's Animation (Joint)   |
| cursor_koopa_jr.nsbmd | Bowser Jr's World Map Textures  |
| cursor_peach.nsbca    | Peach's Animation (Joint)   |
| cursor_peach.nsbmd    | Peach's World Map Textures  |
| hammer_map.nsbmd      | Hammer Bro's Hammer Texture   |
| map_dragon.nsbca      | Star Coin Sign's Animation (Joint)  |
| map_dragon.nsbmd      | Star Coin Sign's Textures   |
| map_dragon.nsbtp      | Star Coin Sign's Animation (Pattern)  |
| map_hole.nsbmd        | ?   |
| map_point.nsbmd       | World Map Node's Textures   |
| map_point.nsbtp       | World Map Node's Animation (Pattern)  |
| map_shadow.nsbca      | ?   |
| map_shadow.nsbmd      | ?   |
| map_swing.nsbca       | ?   |
| w1.nsbmd              | World 1's Textures (Doesn't have the texture for the elevated ground near the first tower & the green layering in the background) |

| Files             | Description / Information                              |
|-------------------|--|
| w1.nsbca          | World 1's Animation (Joint)                            |
| w1.nsbtp          | World 1's Animation (Pattern)                          |
| w1_castle.nsbca   | World 1 Castle's Animation (Joint)                     |
| w1_castle.nsbmd   | World 1 Castle's Textures                              |
| w1_kinoko_a.nsbmd | Blue Mushroom House's Texture                          |
| w1_kinoko_b.nsbmd | Mega Mushroom House's Texture                          |
| w1_kinoko_g.nsbmd | 1-Up Mushroom House's Texture                          |
| w1_kinoko_p.nsbmd | Wood Mushroom House Holder's Texture                   |
| w1_kinoko_r.nsbmd | Item Bonus House's Texture                             |
| w1_move.nsbca     | The animation where Bowser Jr. brings Peach to 1-Tower |
| w1_tower.nsbca    | World 1 Tower's Animation (Joint)                      |
| w1_tower.nsbmd    | World 1 Tower's Textures                               |
| w1_tree.nsbca     | World 1 Tree's Animation (Joint)                       |
| w1_tree.nsbmd     | World 1 Tree's Textures                                |
| w2.nsbmd          | World 2's Textures                                     |
| w2.nsbca          | World 2's Animation (Joint)                            |
| w2.nsbtp          | World 2's Animation (Pattern)                          |
| w2_castle.nsbmd   | World 2 Castle's Textures                              |
| w2_kinoko_b.nsbmd | Mega Mushroom House's Texture                          |
| w2_kinoko_g.nsbmd | 1-Up Mushroom House's Texture                          |
| w2_kinoko_p.nsbmd | Wood Mushroom House Holder's Texture                   |
| w2_kinoko_r.nsbmd | Item Bonus House's Texture                             |

| Files          | Description / Information                              |
|----------------|--|
| w2_move.nsbca  | The animation where Bowser Jr. brings Peach to 2-Tower |
| w2_tower.nsbca | World 2 Tower's Animation (Joint)                      |
| w2_tower.nsbmd | World 2 Tower's Textures                               |
| w2_tree.nsbca  | World 2 Tree's Animation (Joint)                       |
| w2_tree.nsbmd  | World 2 Tree's Textures                                |

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