

Obj list:

Every area has 10 npctype files and 10 motype files (NPCs and MabObjects). Some of them are just empty when they are not used (just like NSMBs Sprite Sets).

Every level has one course.bin which contains one .zab file (not known yet) and some npctype and motype files which seem to be related to the ones in the mapXX.bin.

Map Objects are outside of ACPN section.

Objects are inside of ACPN section.

BSMT - Submarine Dungeon entrance building (MapObj folder)

SUTE - Submarine Fish entrance building (MapObj folder)

SDRD - Event battle door

STSP - Spiral Stairs

EGNE - Event activator and enemy spawn? (used for trapdoors)

SFCT - Blooper spitting thingie (submarine)

SFES - Blue fish (swarm) (submarine)

TCMS - ??? (Not listed in folder)

RTKD - Submarine evil train??? (weird enough that it is not listed in every npctype)

RTLK - Blue evil train ??? (weird enough that it is not listed in every npctype)

In course.bin every NPC is listed, the 2 evil trains are listed in a separate npctype in the map.bin, probably to create more clarity.

WLRT - Object not listed in folders (non-visible object)

TKLT - Event (Zelda coming out)

MCLB - Tiny yellow fence (square-ish)

ZTAT - Whip Log

CUHC - Slime

HTEK - Bat

NBKS - Tip Sign

KBSP - Pushable Block

SERT - Item Chest

WSRD - Door that rises/lowers from ground/into ground

YKRD - Key Door

RITS - Stair

BUST - Vase

NTTG - Thorn Gate

LHPW - Blue warp point

TWSD - Marine Dungeon Train-Station

NRTF - Train that is placed on the rails of Train-Station

ETAG - Dungeon entrance gate (submarine)

TWBR - Water boss island + Pillars around
SBTW - Water boss
HSRP - Whip thing that gives propeller which can be hang on
3LMR - Train House in first place
IARF - Part of a rail

SLIME

43 55 48 43 Header CUHC

80 01 20 01 00 FF 00 00 00 00 02 00 00 00 01 00 00 00 00 00 00 00 00 00 FF 01 00 00
X/Y

Spawn Type (02 = Jumping from out of ground when entering a certain place; 01 = Jumping from ground whenever slime enters the view)

BOPM determines how many Map Objects are placed I guess ???

RYLP - Entrances like caves, houses and stuff
One entrance is 18 bytes (counting from zero)

SHXE - Another entrance ???

ROOM

15th byte = music
16th byte = 3D light

WBMC = Controls camera (3d view like boss fights, lets objects disappear) //???

Header ZOLB - First Byte tells how many byte entries are in the whole file (just like a Kilobyte size description)
13th byte tells how many NPC/MOB entries (in hex)

Some objects have the camera automatically fixed at them

.ztl files in trainxx.bin files control the rail placement on map and world

Train part underwater ZMB:

ROOM:

4D 4F 4F 52 20 00 00 00 01 00 04 03 00 08 05 00 01 00 10 1C 00 00 00 00 00 FF 00 01 83 00
00 00

When changing to 00 00 you can see the mouth of the fish for a tiny moment on the screen when you come from the overworld to underwater (doesn't happen with 01). Other values play the small sequence of driving out the fish perfectly but give a black screen after that sequence. You can still play tho)

Music being played, which only works in the start sequence, because it will automatically switch to underwater music after the sequence is played.

Probably 3D Light

BARA (AReAB...?)

Seems to control Areas much like zones in NSMB and how the minimap zooms in when an event triggers.

One entry is 12 Bytes long (from 0).

Byte 0 - 1 position where to zoom in?

Byte 2 - 3 controls the zoom intensity (actually byte 3 - 4, but counting from 0)

Byte 4 - 5 still intensity/position ?

Byte 6 - 7 Interesting part, seems to be area width or smth

PRAW (WARP)

One entrance entry is 24 Bytes long.

5 Settings Bytes, 18 name and maybe settings bytes + 1 FF byte to mark its end.

4th Byte = Area (In submarine train part its 0A for the dungeon entrance. 0A = 10, which is the train station (map10.bin))

5th Byte = Entrance ID you come out

COLLISION IDs

07 70 00 00 - Ground (you'll slide down the ground on a slope)

47 70 00 00 - Water

23 70 00 00 - Something that constantly pushes you away? o0

06 70 C0 0F - Floor with wood sound

00 70 C0 0F - Link sits like he needs to shit and is sliding uber fast over ground

67 70 00 00 - Metal wall

80 70 80 0F - Jumpable edge (need to make a vertical wall)

MUSIC LIST

ID	HEX	MUSIC
1	01	Dungeon
2	02	
3	03	
4	04	
5	05	
6	06	
7	07	Mini Boss
8	08	
9	09	Drawing Train Route, after leaving a place
10	0A	
11	0B	
12	0C	Some minigame?
13	0D	Mystical Forest
14	0E	
15	0F	Overworld Fire
16	10	Underwater
17	11	???
18	12	Some fast battle music?
19	13	
20	14	Evil Train Chasing
21	15	Final Exam
22	16	Field
23	17	
24	18	Start City

45	2D	Cave
160	A0	Overworld Forest

ITEM LIST

ID	HEX	ITEM
1	01	Shield
2	02	Sword
3	03	
4	04	
5	05	
6	06	
7	07	
8	08	
9	09	
10	0A	Small Key
11	0B	Boss Key
12	0C	1 Green Rupee
13	0D	Blue Rupee
14	0E	Red Rupee
15	0F	Big Green Rupee
16	10	Big Red Rupee
17	11	Gold Rupee
18	12	Force Gem (Ocean Realm)
19	13	Force Gem (Ocean Realm)
20	14	Force Gem (Fire Realm)
21	15	Forest Realm Fragment

22	16	Snow Realm Fragment (Without Cutscene)
23	17	Ocean Realm Fragment (Without Cutscene)
24	18	Fire Realm Fragment
25	19	Forest Realm Fragment (Without Cutscene)
26	1A	Snow Realm Fragment (Without Cutscene)
27	1B	Ocean Realm Fragment (Without Cutscene)
28	1C	Fire Realm Fragment (Without Cutscene)
29	1D	Ocean Realm Fragment (Without Cutscene)
30	1E	Forest Realm Fragment (Unloocking path to final boss)
31	1F	Nothing