

This document is a reference, please direct any questions about modding the game to smashboards, r/smashbros, etc

The past year has seen no constructive additions to this document so I'm making the decision to close all editing. If you want to add anything, comment or send me a message describing what edit you'd like to make and I'll give you editing rights.

Note: the files and naming scheme used throughout this document are based on the tool wit
The equivalentents for output from gcr are put in <angle brackets> where applicable

sys <systemdata>

- main.dol <Start.dol> - main executable, where most of the code and game logic resides
- boot.bin <ISO.hdr> - GAMEID (GALE01), name, and description are stored here
 - also runtime offsets and sizes of important files like main.dol and fst.bin, which is important to know if you significantly change the size of either of those
- bi2.bin <ISO.hdr> - secondary boot, not much to say.
 - <gcr puts this information in ISO.hdr along with boot.bin>
- apploader.img <AppLoader.img> - nintendo official apploader, nothing (that I can think of) has come out of hacking it
- fst.bin <Game.toc> - file system table, table of all the files in /files, and their names
 - also holds offsets and sizes, so if you significantly change a file size, it has to be represented in the fst.bin

Some more info can be found at [YAGCD:Ch13 DVD Structure](#)

Most gamecube iso rebuilders will fix fst.bin and boot.bin automagically, and also allow you to change GAMEID, name and description

files <root>

note: .usd is just .dat but with extra localization info (ie, specific to 'murica)

Filename	Description	Comment
Ty*.dat	Toy File	list them at your discretion Contains trophies but it also contains items in an unsorted manner (such as TyFood)
Mn*.dat	Menu file	(ExtAll) all menus? (MaAll) Main Menu (Namedef) name creation (SiChr) Select Character, CSS (SiMap) Select Map, SSS
Mv*.mth	“Movie” file	“Congratulations”
Pl*.dat	Player file	Character information: (Bo) Boy; Male Wireframe (Ca) C.Falcon (Ch) Crazy Hand (Cl) CLink, Young Link (Co) Common (Dk) Donkey Kong (Dr) Dr.Mario (Fc) Falco (Fe) Fire Emblem, Roy (Fx) Fox (Gk) GigaKoopas, GigaBowser, (Gl) Girl; Female Wireframe (Gn) Ganondorf (Gw) Game n Watch (Kb) Kirby (Kp) Koopa, Bowser (Lg) Luigi (Lk) Link (Mh) Master Hand (Mr) Mario? (Ms) Mars?, Marth (Mt) Mewtwo (Nn) Nana, Ice Climbers (Ns) Ness

		(Pc) Pichu (Pe) Peach (Pk) Pikachu (Pp) Popo, Ice Climbers (Pr) Purin, JigglyPuff (Sb) SandBag (Sk) Sheik (Ss) Samus (Sh) (Ys) Yoshi (Zd) Zelda
PI*{Aq,Bk,Bu,Gr,Gy,La,Nr,Or,Pi,Re,Wh,Ye}.dat	Costume specific player file (otherwise, the color)	(Aq) Aqua (Bk) Black (Bu) Blue (Gr) Green (Gy) Gray (La) Lavender (Nr) Neutral (Or) Orange (Pi) Pink (Re) Red (Wh) White (Ye) Yellow
PI*AJ.dat	Animation Joint file	
Gr*.dat	“Ground(?)” stage file	(GrBB) Big Blue (GrCn) Corneria (GrCs) Princess Peach's Castle (GrEF1) Goomba Trophy Stage (GrEF2) Entei Trophy Stage (GrEF3) Mask Trophy Stage (GrFs) Fourside (GrFz) Flat Zone (GrGb) Great Bay (Termina) (GrGd) Garden (Kongo Jungle) (GrGr) Green Greens (GrHe) Heal (All-Star) (GrHr) Homerun Contest (GrI1) Mushroom Kingdom (GrI2) Mushroom Kingdom II (GrIm) Icicle Mountain (GrIz) Izumi, Fountain of Dreams (GrKg) Kongo Jungle (GrKr) Kraid, Brinstar Depths (GrMc) Mute City (GrNBa) Battlefield (GrNBr) F-Zero adventure mode stage (GrNFg) Figure Get, Falling trophy stage (GrNKr) Mushroom Kingdom adventure mode stage (GrNLa) Final Destination (GrNPo) Pushon? (GrNSr) Shrine Route, Hyrule Castle chasm, adv. mode stage (GrNZr) Zebes Route, Brinstar adv mode (GrOk) Kongo Jungle N64 (GrOp) Dream Land N64 (GrOt) Onett (GrOy) Yoshi's Story N64 (GrPs) Pokemon Stadium (GrPs1) Pokemon Stadium, Fire (GrPs2) Pokemon Stadium, Grass (GrPs3) Pokemon Stadium, Water (GrPs4) Pokemon Stadium, Rock (GrPu) Pura, Poke Floats (GrRc) Rainbow Cruise (GrSh) Shrine, Hyrule Temple (GrSt) Yoshi's Story (GrTe) "TEST"

		(GrVe) Venom (GrYt) Yoshi's Island (GrZe) Brinstar, Planet Zebes
GrT*.dat	Target test stages	see PI* for character prefixes.
Gm*.dat, Gm*.thp	Game? Scene data, videos	Don't know about .dat, but there are video files for the different single player modes (Kumite) multi-man melee (Gover) Game Over screen (Pause) Pause interface (TtAll).{ukd,usd} Contains the Smash title
GmRstM*.dat	Demo Result Motion	one for every playable character
Ef*.dat	“Effect” data	Lot of projectiles, and kirby stuff (CoData) Common effects such as smoke & dust
If*.dat	Interface? no idea	(All) Contains the damage percent images and character icons (HrRecord) Home Run Record, (Prize)
Ir*.dat		related to demo?
Lb*.dat	Library data	(Ad) lbAudioLoadData (Bf) lbBgFlashColAnimData (McGame) memory card game data (McSnap) memory card (Rb) lbRumbleData (Rf) lbReferenceData
Nt*.dat		
Sd*.dat	Text Data	(SIChr) holds the" Random Stage Select" stage names
Vi*.dat	“Visual”	"visual..." I think it might be the little videos that play when you leave the main menu on too long, or it's for the tutorial
opening.bnr	little image and info	Shows in the gamecube/wii/dolphin menu
usa.ini	empty file	specific to US NTSC?
DbCo.dat	Debug Common?	"dbLoadCommonData"
ItCo.dat	Item Common	"itmCommonFFlower"
PdPm.dat	Player Data Player Manager?	"plLoadCommonData"
SmSt.dat	Sound Manager?	Related to sound FX; "smSoundTestLoadData"
TmBox.dat	Tournament Box	"tournament_box[2,3,4]_array"

files/audio

lots of audio files

Filename	Song Title/Stage
1p_qk.hps	Healing Room Theme (all star mode)
akaneia.hps	<u>Fire Emblem Theme (alt theme on Temple)</u>
balloon.hps	<u>Fighter Theme (alt theme on Icicle Mountain)</u>

bigblue.hps	Big Blue
castle.hps	Peach's Castle Theme
continue.hps	Continue? clip
corneria.hps	Corneria
docmari.hps	Dr.Mario's theme
ending.hps	Plays in the short cutscene after you complete a 1-Player mode
famidemo.hps	Unknown (related to the 15-minute special movie?)
ff_1p01.hps	Classic Mode Stage Complete
ff_1p02.hps	Classic Mode Stage Complete
ff_bad.hps	Unused "success" theme
ff_good.hps	Unused "success" theme
ff_<dood>.dhps	Character Fanfares
ff_step{1,2,3}.hps	Unused fanfares
flatzone.hps	Flat Zone
fourside.hps	Fourside
gameover.hps	Game Over jingle
garden.hps	Kongo Jungle Melee
greatbay.hps	Great Bay
greens.hps	Green Greens
howto.hps and howto_s.hps	How to Play themes. One plays on the title screen after idling and one plays when How to Play is selected in the data files.
hyaku.hps	Multi-Man Melee 1 theme (also alt on Battlefield)
hyaku2.hps	Multi-Man Melee 2 theme (also alt on Final Destination)
icemt.hps	Ice Mountain
inis1_01.hps	Mushroom Kingdom I
inis2_01.hps	Mushroom Kingdom II
inis1_02.hps and inis2_02.hps	These tracks play on Kingdom I and II when there is either 30 seconds of time left or a player is on their last stock.
intro_es.hps	Classic Mode Intro jingle
intro_nm.hps	Adventure Mode Intro jingle
item_h.hps	Hammer music (only used in sound test)
item_s.hps	Starman music (only used in sound test)

izumi.hps	<u>Fountain of Dreams</u>
kongo.hps	<u>Jungle Japes</u>
kraid.hps	<u>Brinstar Depths</u>
menu01.hps and menu3.hps	The Menu music. menu01 is the main one.
menu02.hps	Trophy Collector (and trophy viewing?) stage theme. Unsure why it's called menu02 (possibly links to the fact that this theme is a menu theme in smash 4) Edit: Alternate Menu theme that plays randomly when playing
mrider.hps	Mach Rider theme (alt on Big Blue)
mutecity.hps	<u>Mute City</u>
old_dk.hps	<u>Kongo Jungle 64</u>
old_kb.hps	<u>Dream Land 64</u>
old_ys.hps	<u>Yoshi's Island 64</u>
onetto.hps	<u>Onett</u>
onetto2.hps	<u>Mother 2 Theme (alt on Onett)</u>
opening.hps	The audio that goes with MvOpen.mth (the game's intro sequence)
pokesta.hps	<u>Battle Theme (alt on Pokemon Stadium)</u>
pstadium.hps	<u>Pokemon Stadium</u>
pura.hps	<u>Poke Floats</u>
rcruise.hps	<u>Rainbow Cruise</u>
s_info{1,2,3}.hps and s_new{1,2}.hps	An achievement! Which one plays depends on what kind of achievment (trophy, character, other)
s_newcom.hps	Challenger Approaching jingle
s_select.hps	Unused. This is a copy of item_h.hps
saria.hps	<u>Saria's Theme (alt on Great Bay)</u>
shrine.hps	<u>Temple</u>
siren.hps	"Warning Siren" Plays on the second stage of Brinstar (adventure mode)
smari3.hps	<u>Super Mario Bros 3 (alt on Yoshi's Island Melee)</u>
sp_end.hps	<u>Final Destination</u>
sp_giga.hps	Giga Bowser theme (adventure mode - Final Destination and event 51)
sp_metal.hps	Metal Theme (adventure mode - Battlefield and classic stage 11)
sp_zako.hps	<u>Battlefield</u>
swm_15min.hps	Audio attributed to MvOmake15.mth (the Special Movie)2
target.hps	Break the Targets theme.
venom.hps	<u>Venom</u>
vl_*.hps	Adventure mode audio. Mainly for cutscenes.
vs_hyou1.hps and vs_hyou2.hps	Tournament Mode themes.
yorster.hps	<u>Yoshi's Island Melee</u>
ystory.hps	<u>Yoshi's Story</u>
zebes.hps	<u>Brinstar</u>

files/audio/us

lots of localization audio files

Filename	Description
nr_name.ssm	Announcer voicing character names on character select screen.

appendix:
