

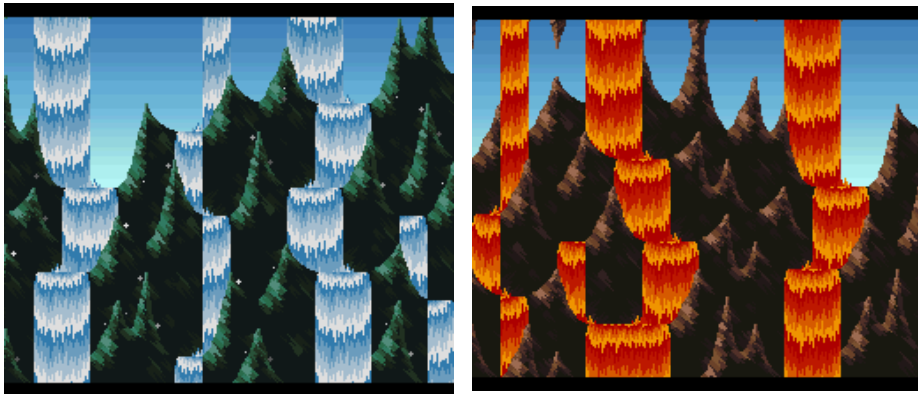
Super Mario World 2: Yoshi's Island Data

Brought to you by Matrizzle, values converted by GlitchMr.

Reparado y convertido a PDF por NintenYoshi

Layer 2 Background Settings

Layer 2 Image: 0
Layer 2 Object Palettes: 20, 21

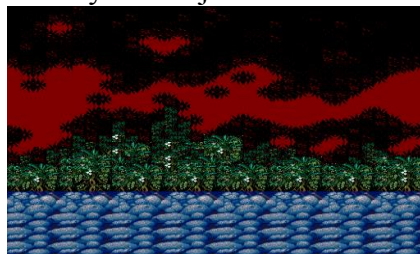


Layer 2 Image: 1
Layer 2 Object Palettes: 1, 16, 17, 1C



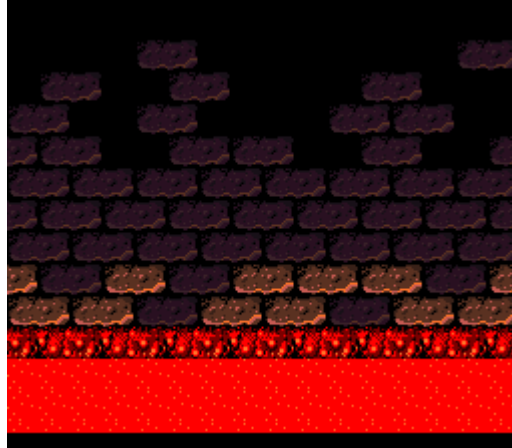
Palettes 16 and 17 are identical.

Layer 2 Image: 2
Layer 2 Object Palette: 2



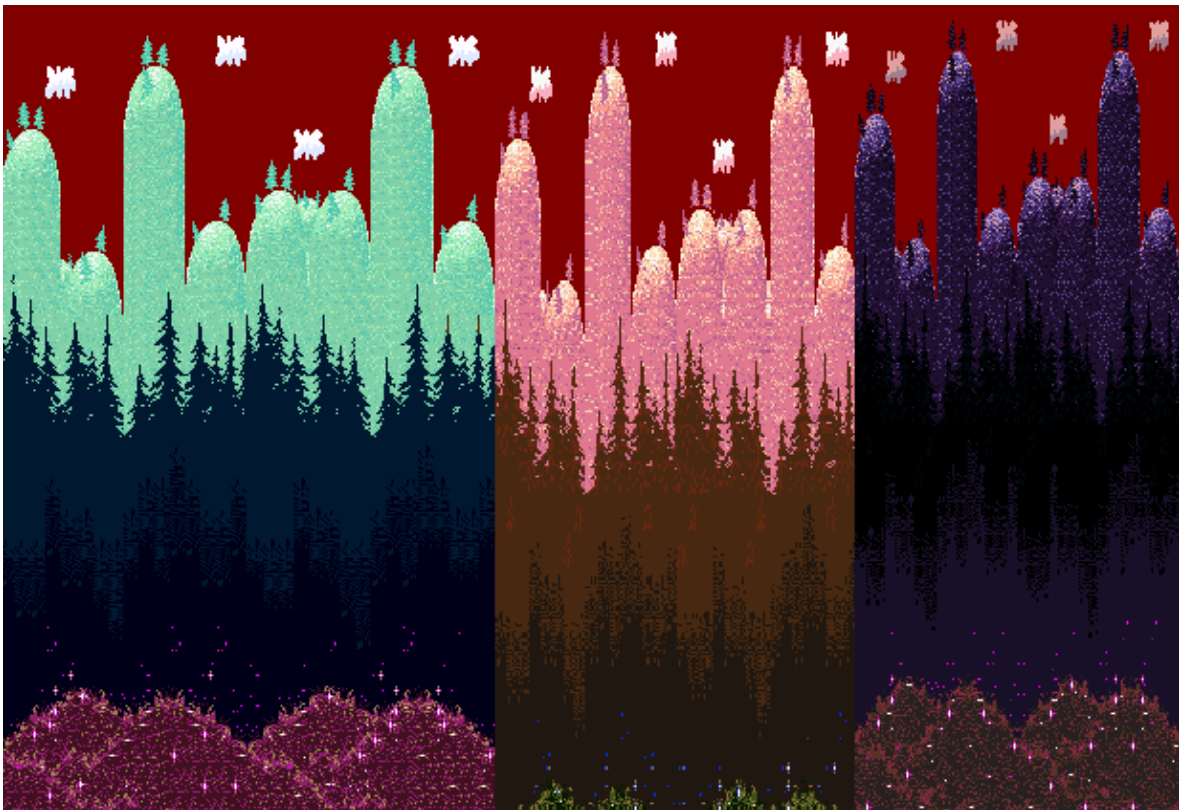
Reparado by NintenYoshi
Credits would be nice :D

Layer 2 Image: 3
Tileset: 3
Layer 1 Object Palette: 3



This is the only background that requires a specific tileset and layer 1 object palette.

Layer 2 Image: 4
Layer 2 Object Palettes: 3, 4, 25, 26

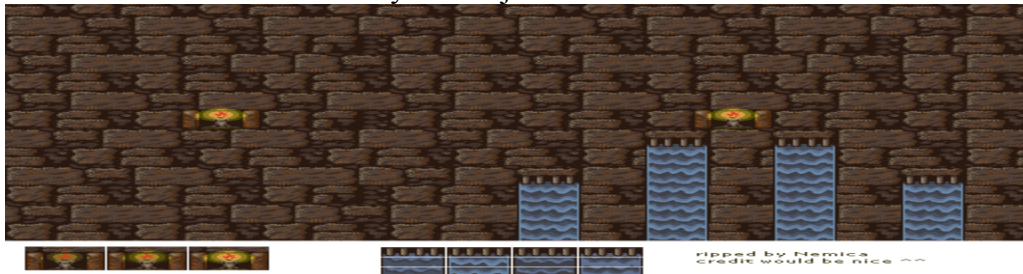


Layer 2 Image: 5
Layer 2 Object Palette: 5

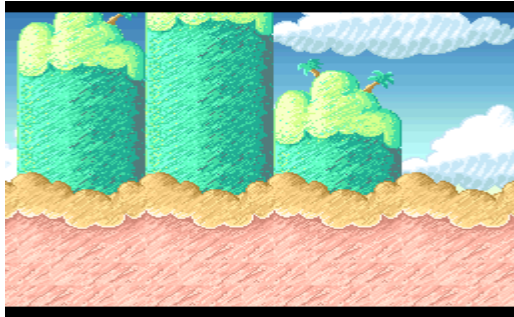


As mentioned earlier, this background is completely unused and has parallax effects.

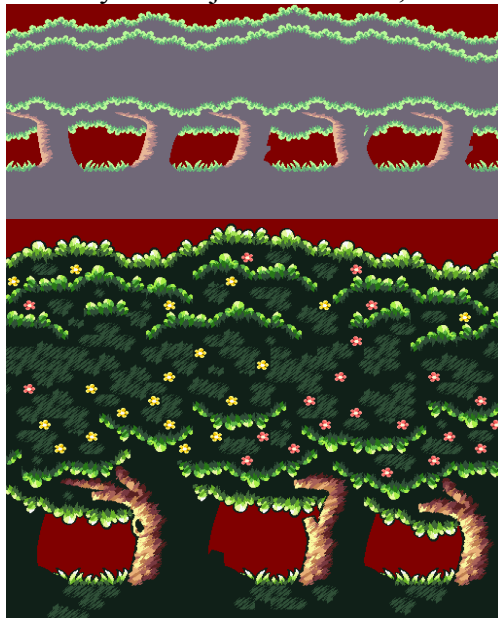
Layer 2 Image: 6
Layer 2 Object Palette: 6



Layer 2 Image: 7
Layer 2 Object Palette: 7

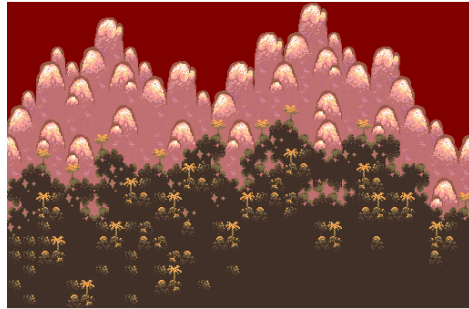
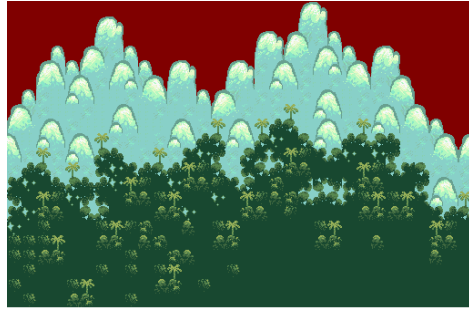


Layer 2 Image: 8
Layer 2 Object Palettes: 8, 24



ripped by Nemica
credit would be nice ^^

Layer 2 Image: 9, 10
Layer 2 Object Palettes: 9, 10, 2C, 2D



ripped by Nemica
credit would be nice ^^

Images 9 and 10 are identical, and the same goes for the palettes that match these values.
George535 found that palette 2D is unused.

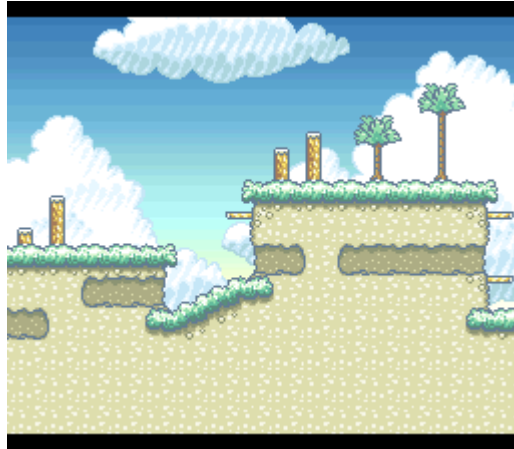
Layer 2 Image: A

Layer 2 Object Palettes: A, 30



Layer 2 Image: B

Layer 2 Object Palette: B, 31



Palette B is unused.

Layer 2 Image: C
Layer 2 Object Palette: C



Doggycharly pointed out that this background is unused.

Layer 2 Image: D
Layer 2 Object Palette: D, 28



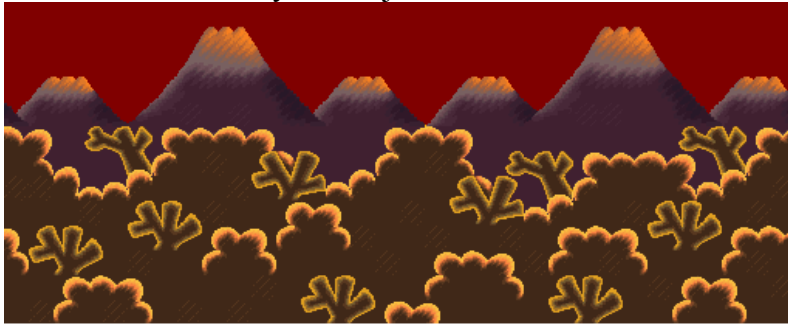
Make sure you don't use any special animations in a level using this background, or garbage will be among the stars.

Layer 2 Image: E
Layer 2 Object Palettes: E, 1E, 2E



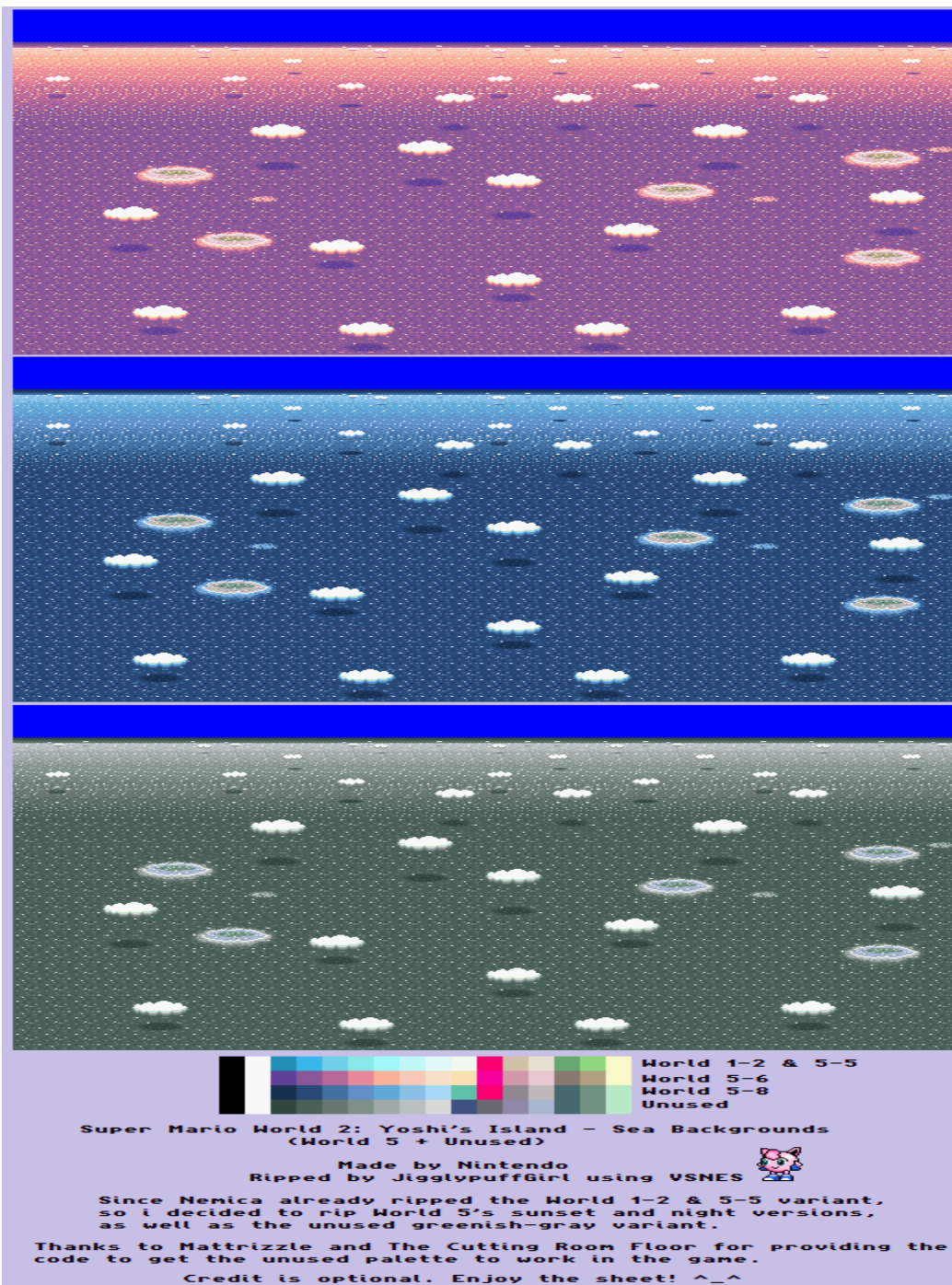
Palette 1E is unused.

Layer 2 Image: F
Layer 2 Object Palette: F



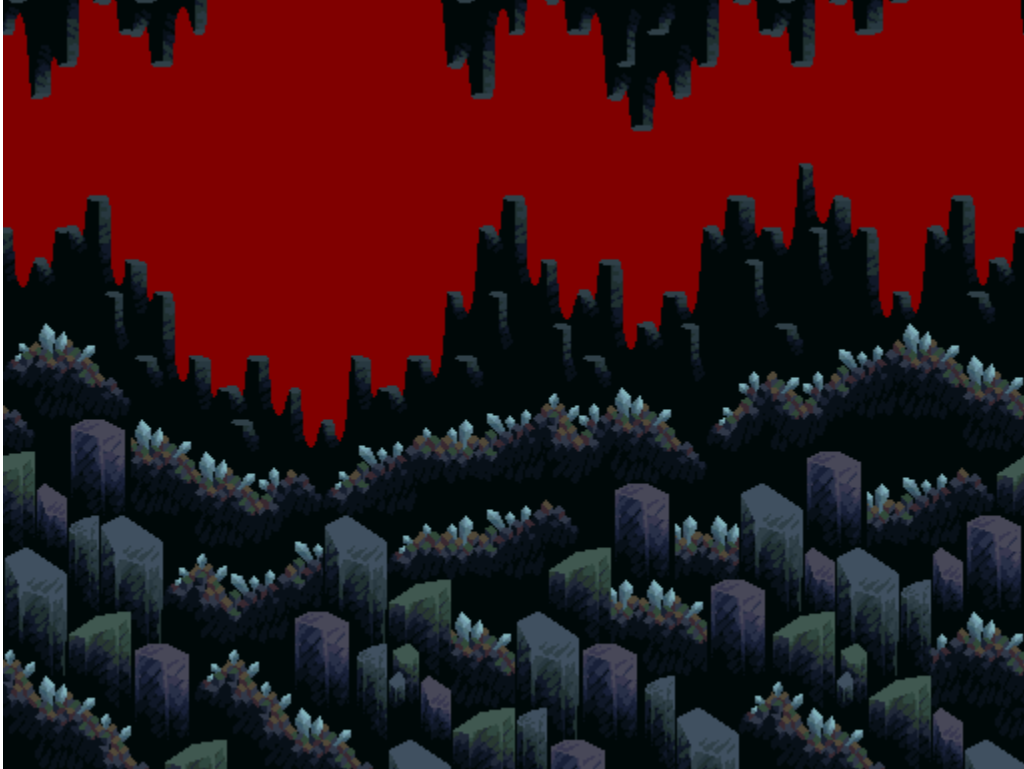
ripped by Nemica
credit would be nice ^^

Layer 2 Image: 12
Layer 2 Object Palette: 12, 28, 29, 2A



Palette 2A is unused.

Layer 2 Image: 13
Layer 2 Object Palette: 13

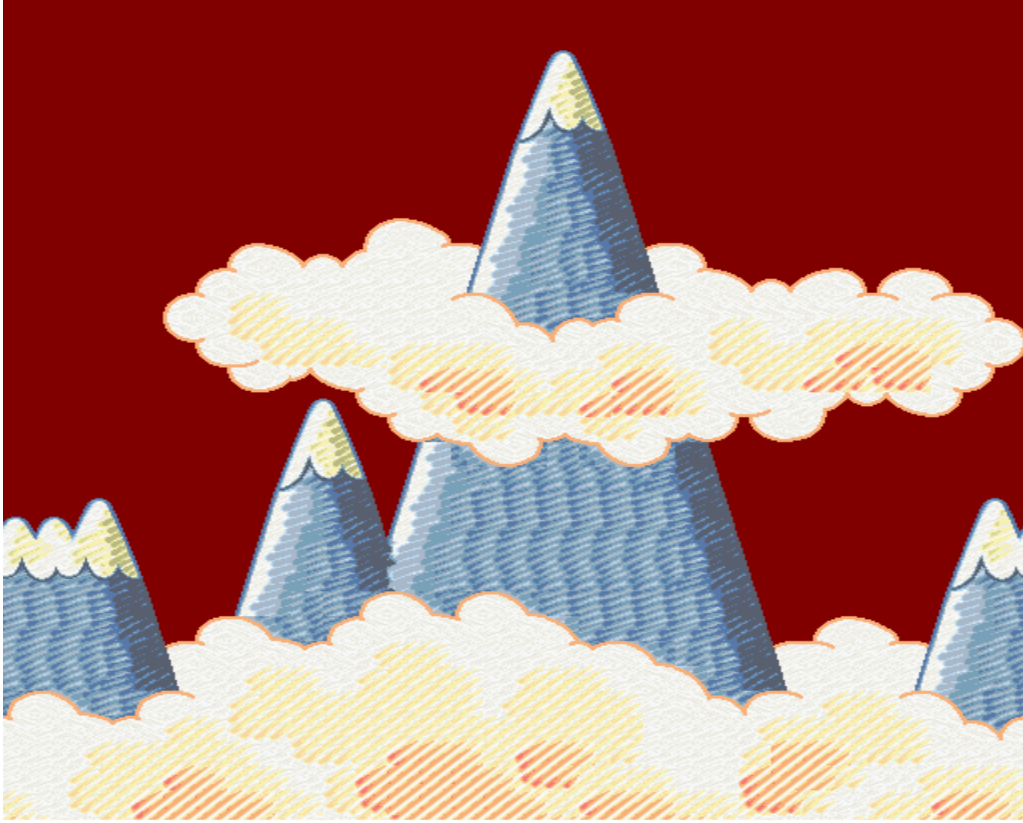


ripped by Nemica
credit would be nice ^^

Layer 2 Image: 14
Layer 2 Object Palettes: 14, 2F



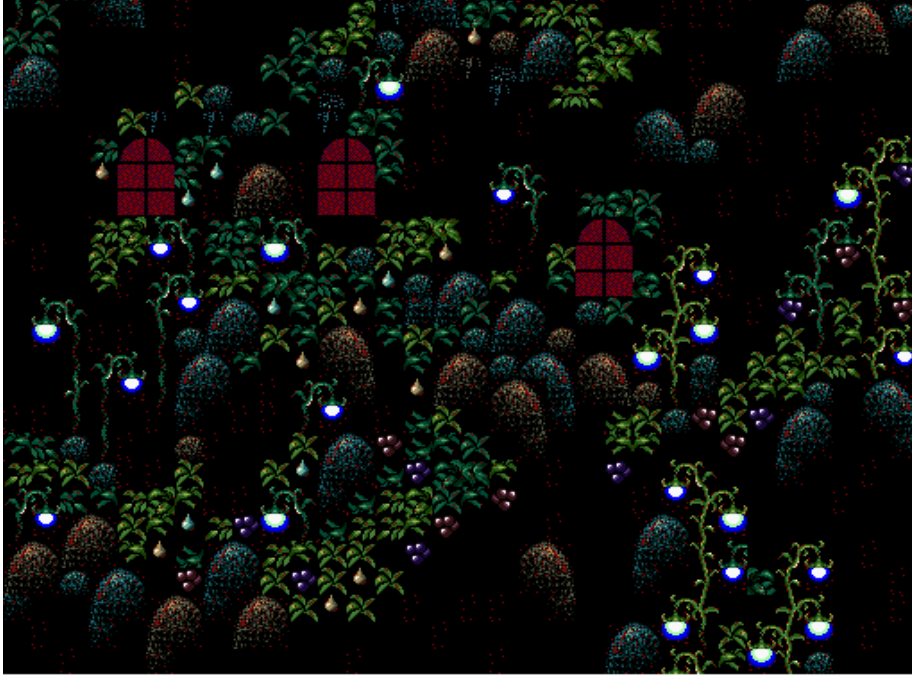
Layer 2 Image: 15, 1A
Layer 2 Object Palettes: 15, 20



ripped by Nemica
credit would be nice ^^

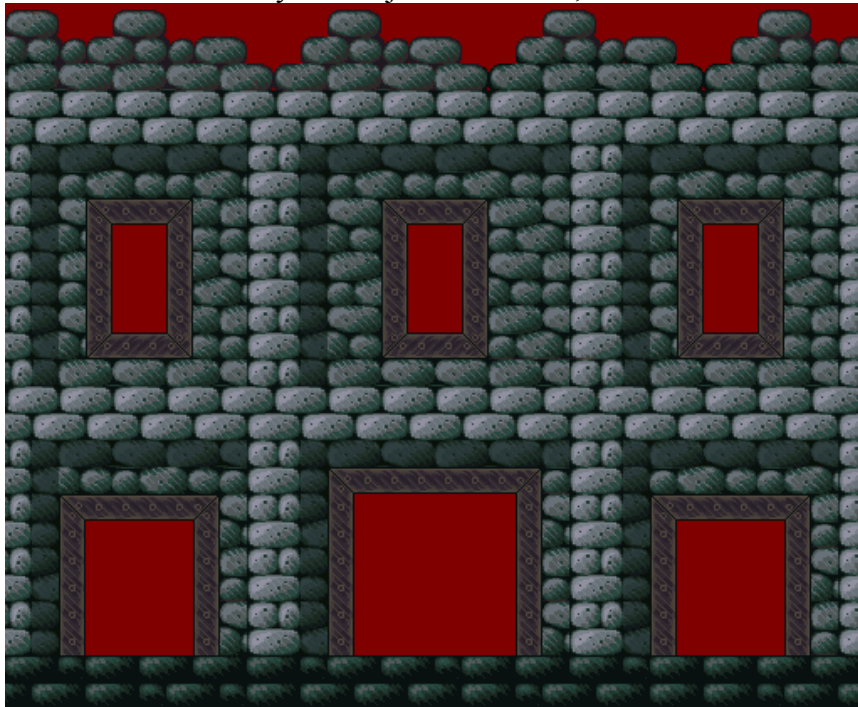
Images 15 and 1A are very similar, but 1A has taller mountains.

Layer 2 Image: 18
Layer 2 Object Palette: 18



ripped by Nemica
credit would be nice ^^

Layer 2 Image: 19
Layer 2 Object Palettes: 0, 2B



ripped by Nemica
credit would be nice ^^

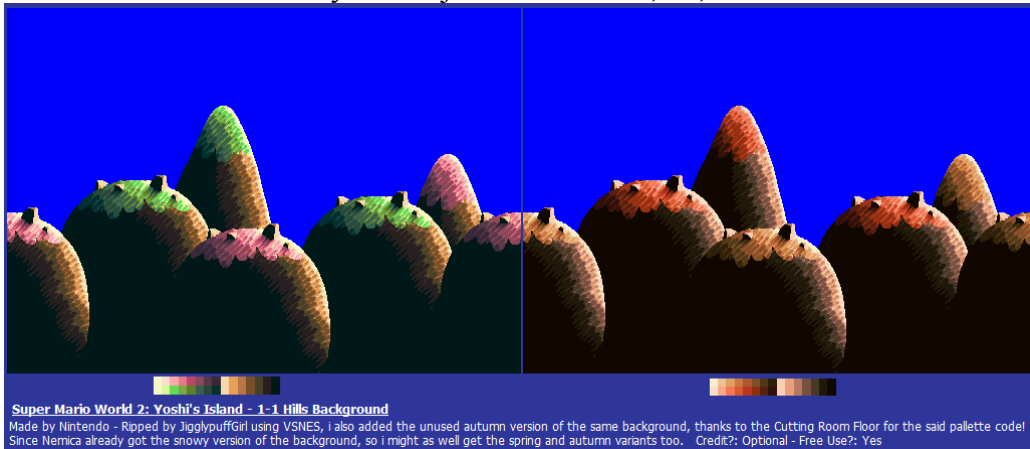
Layer 2 Image: 1B
Layer 2 Object Palette: 19
(blank, no image)

These settings are used for sewer levels without a background.

Layer 2 Image: 1C
Layer 2 Object Palette: 1A



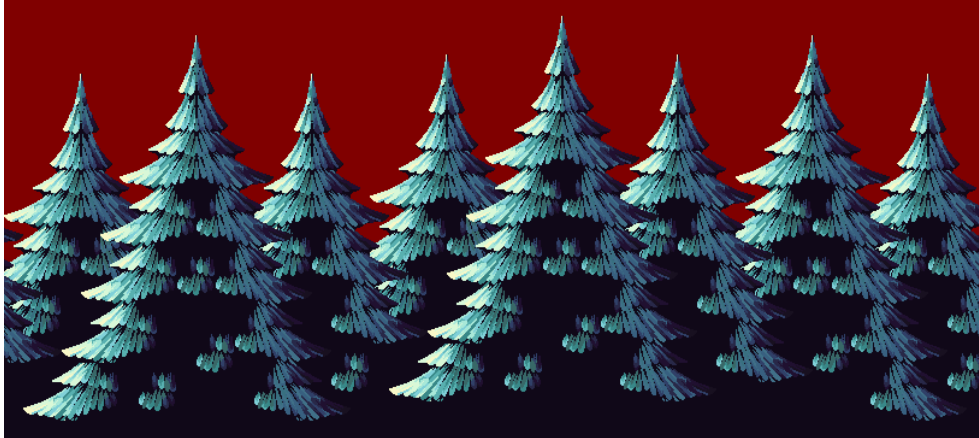
Layer 2 Image: 1D
Layer 2 Object Palettes: 1B, 22, 27



Super Mario World 2: Yoshi's Island - 1-1 Hills Background
Made by Nintendo - Ripped by JigglypuffGirl using VSNES, I also added the unused autumn version of the same background, thanks to the Cutting Room Floor for the said palette code!
Since Nemica already got the snowy version of the background, so I might as well get the spring and autumn variants too. Credit?: Optional - Free Use?: Yes

Palette 27 is unused.

Layer 2 Image: 1E
Layer 2 Object Palette: 1D, 23



ripped by Nemica
credit would be nice ^^
alternate
palette

Layer 2 Image: 1F
Layer 2 Object Palette: 1F

It seems like there should be a palette for when the lights come on, but I haven't found a value.

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