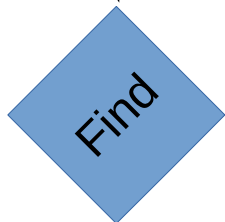
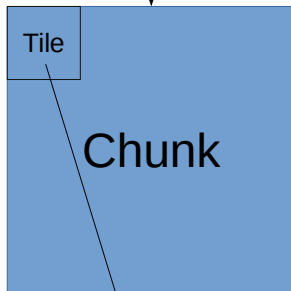
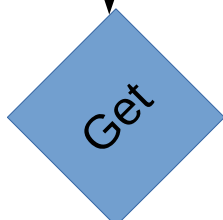


FindChunkID(XInRoom, YInRoom)  
 $X = \text{round}(X\text{InRoom} / 16)$   
 $Y = \text{round}(Y\text{InRoom} / 16)$   
Return  $X + (Y * 16)$



FindTileID(XInRoom, YInRoom)  
 $TX = \text{round}(X\text{InRoom} / 64)$   
 $TY = \text{round}(Y\text{InRoom} / 64)$   
 $CX = \text{round}(X\text{InRoom} / 16)$   
 $CY = \text{round}(Y\text{InRoom} / 16)$   
Return  $(TX - CX) + ((TY - CY) * 4)$



Tile Index

GetTileIndex(chunkID, tileID, roomID)

GetChunkInRoom(chunkID, roomID)

GetTileInChunk(tileID, chunkID)