# Drawing Floors

TBD

# Building Map

Defined by BUILDING\_MAP\_TABLE at $1DA6

The first 8 data elements are for 8 buildings. The last four are repeats of the 1st. Their element structure is:

Offset Description

0, 1 Pointer to the beginning of the building map

2 Color of building map

3 $00

The building data is converted to a character value in the SHOW\_BLDG\_MAP\_TILE routine found at $1D64 using this equation:

Character value = ((BuildingMapData \* 2) & 0x06) - 8

Therefore 00 = -8 ($F8), 01 = -6 ($FA), 02 = -4 ($FC), and 03 = -2 ($FE) (see the tables below).

Building 1 & 5

Color of building map is $14. This is the 2nd character set with palette color 4. Pointer to beginning of the building map is $1DC6 (note 1st value is at the bottom and the last is the top):

.db $00, $00, $03, $00, $00, $02, $00, $00

.db $00, $03, $00, $00, $00, $03, $00, $00

.db $00, $02, $02, $00, $00, $03, $00, $00

.db $00

Building 2 & 6

Color of building map is $1C. This is the 2nd character set with palette color C. Pointer to beginning of the building map is $1DDF (note 1st value is at the bottom and the last is the top):

.db $00, $01, $02, $02, $02, $02, $01, $00

.db $03, $03, $03, $03, $01, $01, $01, $01

.db $03, $03, $01, $01, $01, $01, $01, $01

.db $01

Building 3 & 7

Color of building map is $14. This is the 2nd character set with palette color 4. Pointer to beginning of the building map is $1DF8 (note 1st value is at the bottom and the last is the top):

.db $00, $00, $00, $03, $03, $03, $00, $03

.db $00, $00, $03, $01, $01, $01, $01, $01

.db $01, $02, $02, $02, $02, $02, $02, $02

.db $02

Building 4 & 8

Color of building map is $1C. This is the 2nd character set with palette color C. Pointer to beginning of the building map is $1E11 (note 1st value is at the bottom and the last is the top):

.db $00, $03, $00, $03, $03, $03, $03, $00

.db $00, $02, $02, $00, $00, $00, $01, $01

.db $02, $01, $03, $03, $03, $03, $03, $03

.db $03

The building maps are shown below:

|  |  |
| --- | --- |
| Building 1 & 5 | |
| Table Value | Character # |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |
| 02 | FC |
| 02 | FC |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |
| 02 | FC |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |

|  |  |
| --- | --- |
| Building 2 & 6 | |
| Table Value | Character # |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 03 | FE |
| 03 | FE |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 00 | F8 |
| 01 | FA |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 01 | FA |
| 00 | F8 |

|  |  |
| --- | --- |
| Building 3 & 7 | |
| Table Value | Character # |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 02 | FC |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 01 | FA |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |

|  |  |
| --- | --- |
| Building 4 & 8 | |
| Table Value | Character # |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 01 | FA |
| 02 | FC |
| 01 | FA |
| 01 | FA |
| 00 | F8 |
| 00 | F8 |
| 00 | F8 |
| 02 | FC |
| 02 | FC |
| 00 | F8 |
| 00 | F8 |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 03 | FE |
| 00 | F8 |
| 03 | FE |
| 00 | F8 |