

The SMBX *.WLD file description

It is probed by Wohlstand 02/16/2014

(100% done)

This is a world map and episode settings coding file. File saving in text format.
All parameters are written line by line without blank lines.

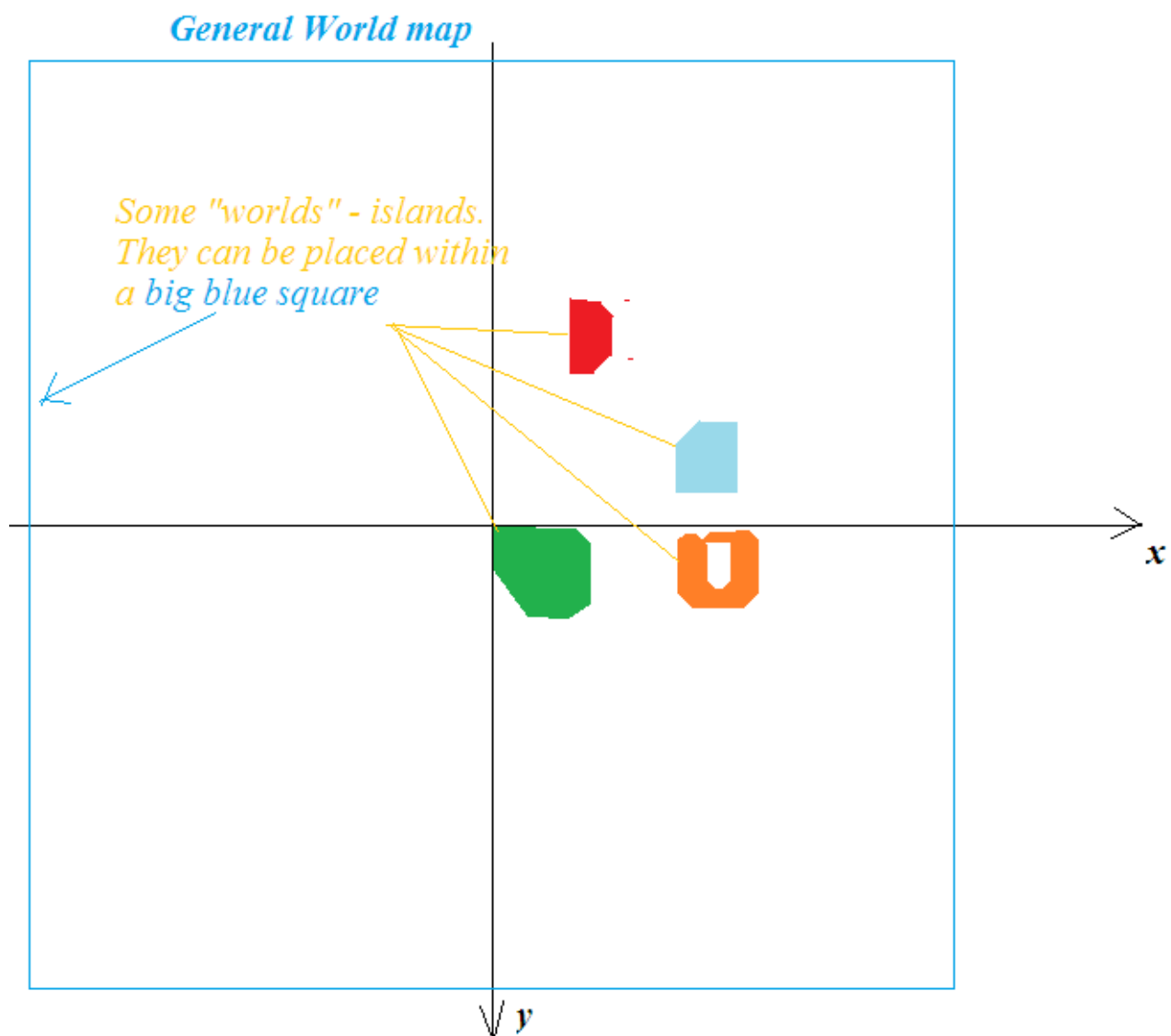
Introduction

Standart parameters:

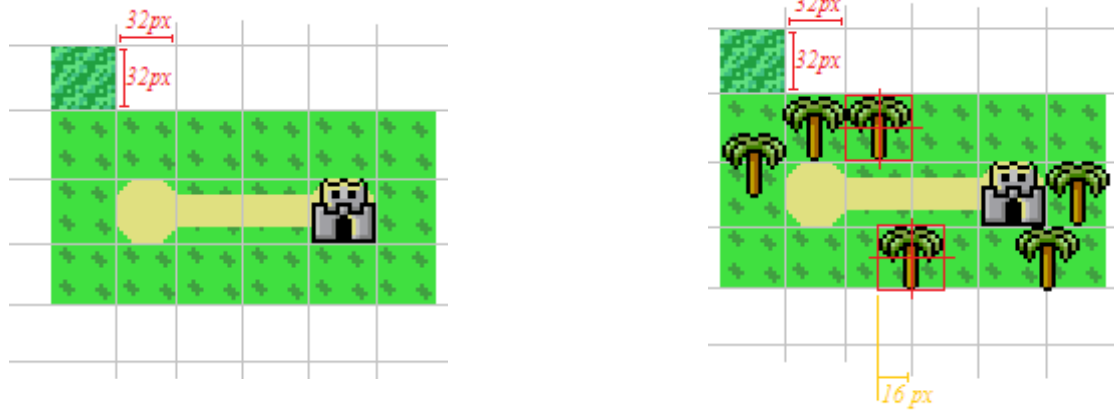
Max world size: 10000x10000 tiles
Size of one tile: 32x32 pixel

Architecture of world map

As well as levels, the world map, is in uniform space, the sea, where each "world" - the island. But unlike levels, the world map doesn't separate into sections.



All world maps are divided into a grid from cells on 32 pixels. All objects are strictly bound to a grid. The only exception are objects of the scenery which are restricted to a grid in 16 pixels.



For setting and changing music, you need a "Points of Change Music". If the player's character gets up, or passes by this point, music which corresponds to this point will be set.

A detailed demonstration of the "points of change music" in action, is available on youtube in this video:

<http://www.youtube.com/watch?v=GTdgaHQshTs>

File Format Specification

Structure:

- [Header]
- [Tiles]
- “next”
- [Scenery]
- “next”
- [Paths]
- “next”
- [Level points]
- “next”
- [ChangeMusic points]
- “next”

The reference designations:

- standart parameter
- **Comment title**
- Comment description
- **loop**
- **variable**
- *Special option, using only under special conditions, differently is absent*
- **File format version limit**

--File format description--

First 16th lines (Header and episode settings):

Parameter	Description
64	File format version (Last in SMBX is 64)
"TheWorld"	Episode name
#FALSE#	Don't use Mario as player's character (≥ 55)
#FALSE#	Don't use Luigi as player's character (≥ 55)
#FALSE#	Don't use Peach as player's character (≥ 55)
#FALSE#	Don't use Toad as player's character (≥ 55)
#FALSE#	Don't use Link as player's character (≥ 55)
"test-level1.lvl"	Auto start level file name (≥ 10)
#FALSE#	Don't use world map in this episode (≥ 10)
#FALSE#	Restart last level on player's character death (≥ 10)
15	Number of stars (≥ 20)
"Author 1"	Credits field (≥ 10)
"Author 2"	Credits field (≥ 10)
"Author 3"	Credits field (≥ 10)
"Author 4"	Credits field (≥ 10)
"Author 5"	Credits field (≥ 10)

Tiles descriptions

(Loop = number of tiles on world map)	
352	Position x (+right/-left)
256	Position y (-up/+down)
139	Tile number
(Loop end)	

Marker between tiles and scenery objects

"next"

Scenery objects descriptions

(Loop = number of scenery objects on world map)	
352	Position x (+right/-left)
224	Position y (-up/+down)
9	Scenery object number
(Loop end)	

Marker between scenery objects and paths

"next"

Paths

(Loop = number of paths on world map)	
160	Position x
32	Position y
1	path number
(Loop end)	

Marker between paths and level points

"next"

Levels points descriptions

(Loop = number of level points on world map)	
192	Position x
32	Position y
1	Level icon number
"filehack.lvl"	Level file name
"Some pipe"	Level title
-1	Level top exit type (-1 is 'any')
-1	Level left exit type (-1 is 'any')
-1	Level bottom exit type (-1 is 'any')
-1	Level right exit type (-1 is 'any')
0	Number of door to warp (0 – is normal warp) (≥ 10)
#FALSE#	Always visible (≥ 28)
#FALSE#	Path background (≥ 28)
#TRUE#	Is Game start point (≥ 28)
-1	Go to world map position x (-1 is normal level point) (≥ 28)
-1	Go to world map position y (≥ 28)
#TRUE#	Big background (≥ 28)
(Loop end)	

Marker between level points and change music points

"next"

Points of Change music

(Loop = number of music change points on world map)

224	Position x
256	Position y
7	Music number
(Loop end)	

Reserved marker (must by)

"next"

--End of file--