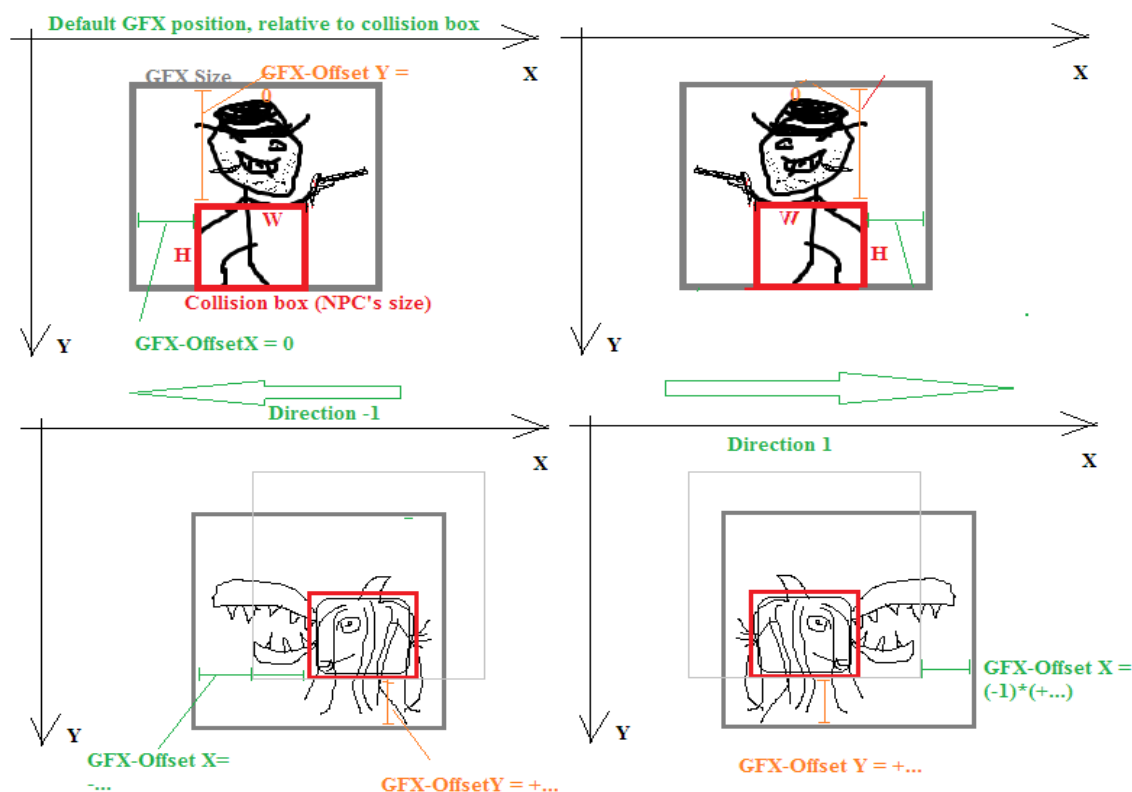


# SMBX64 NPC's GFX and position formula

*Probed by Wohlstand, May 13, 2014*



In the SMBX64 standard all GFX of NPC's attached to center-bottom of NPC's collision box. The position offset relative to left-top corner.

## GFX-offset formula:

$$O_x = -\frac{W_{gfx} - W_{box}}{2} + O_{modifier\ x}$$

Where  $W_{gfx}$  - is a width of GFX image

Where  $W_{box}$  - is a width of collision box

Where  $O_{modifier\ x}$  - is a modifier offset-X value

$$O_y = -H_{gfx} + H_{box} + O_{modifier\ y}$$

Where  $H_{gfx}$  - is a height of GFX image

Where  $H_{box}$  - is a height of collision box

Where  $O_{modifier\ y}$  - is a modifier offset-Y value