

The SMBX64 World map

Introduction

Standart parameters:

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

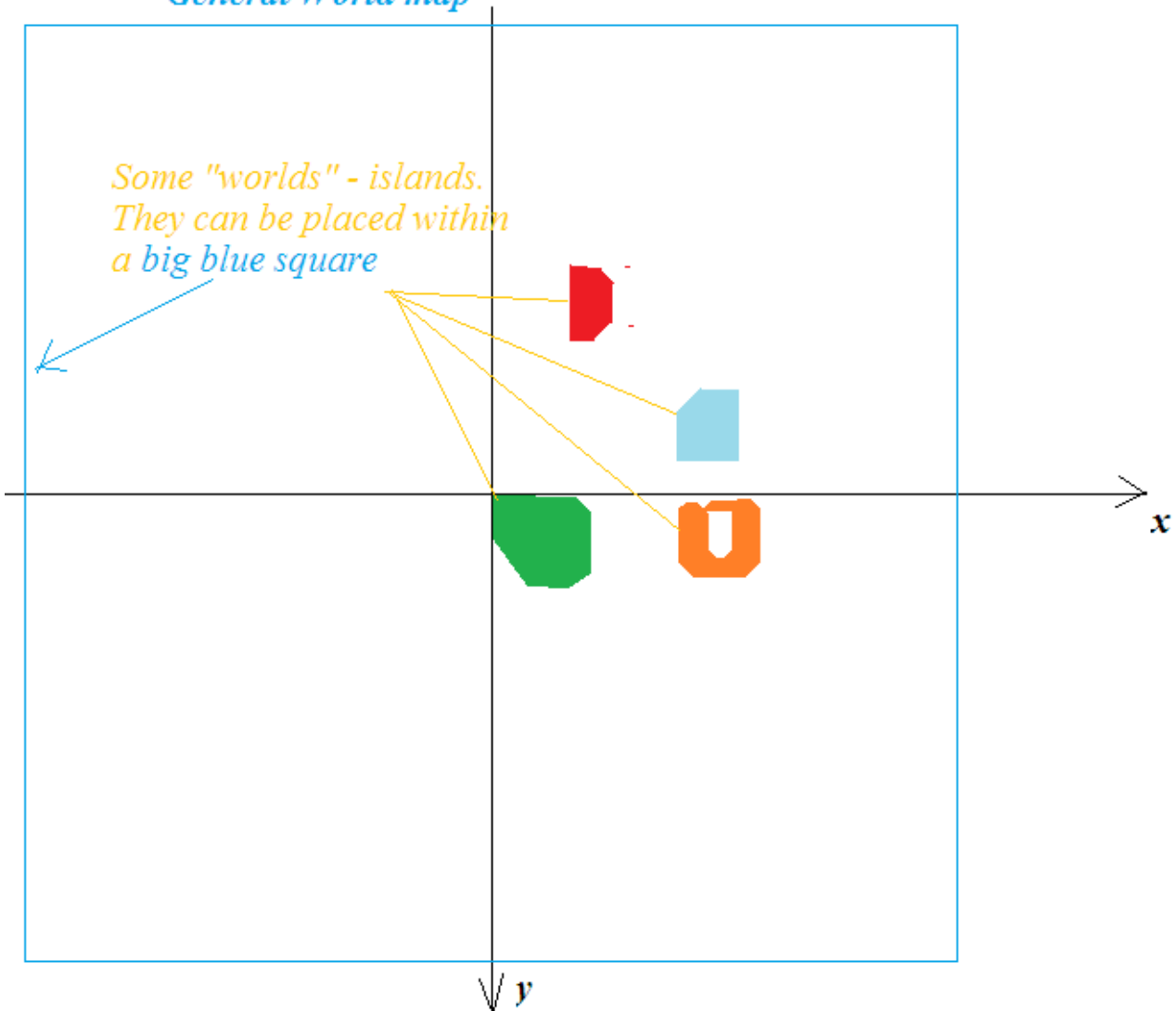
Limits:

Tiles:	20000
Paths:	2000
Music-Boxes:	1000
Sceneries:	5000
Levels:	400

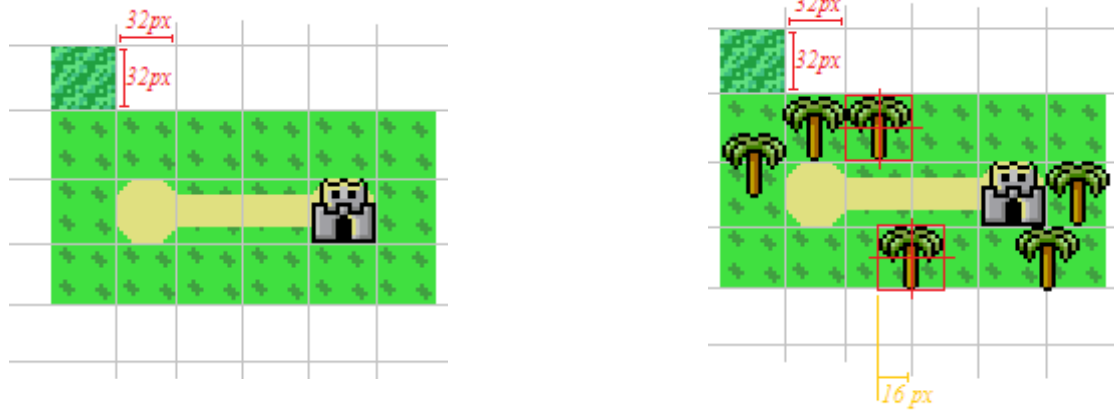
Architecture of world map

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.

General World map



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>