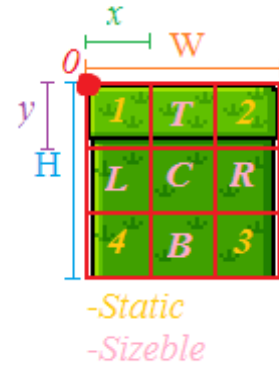# The SMBX64 Sizable block formula

Probed by Wohlstand 4 April 2014

The sizeble the block differs that it can change the size.
For render this block, we need use special formula:

#	Pos-x	pos-y,	width	height
1:	0,	0,	y,	x
2:	w-y,	0,	y,	x
3:	w-y,	h-x,	y,	x
4:	0,	h-x,	y,	x
L:	0,	x,	y,	h-2x
T:	y,	0,	w-2y,	x
B:	y,	h-x,	w-2y,	x
R:	w-y,	x,	y,	h-2x
C:	y,	x,	w-2y,	h-2x

Where:
1,2,3,4 – corners
L – left border
R – Right border
T – Top border
B – Bottom border
C – Central texture

w – Block width
h – Height of block
x – constant 32 px.
y – constant 32 px.

All parameters is relative to block position on level map.