

The SMBX64 *.WLD file description

Probed by Wohlstand 02/16/2014

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

Introduction

Standard parameters:

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

Limits:

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

File Format Specification

Structure:

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

The reference designations:

- standard parameter
- **Comment title**
- Comment description
- **loop**
- **variable**
- *Special option, used only under special conditions, differently is absent*
- **File format version limit**
- **Data type**

--File format description--

First 16th lines (Header and episode settings):

Parameter	Description
64	(unsigned int) File format version (Last in SMBX is 64)
"TheWorld"	(string) Episode name
#FALSE#	(bool) Don't use Mario as player's character (≥ 55)
#FALSE#	(bool) Don't use Luigi as player's character (≥ 55)
#FALSE#	(bool) Don't use Peach as player's character (≥ 55)
#FALSE#	(bool) Don't use Toad as player's character (≥ 55)
#FALSE#	(bool) Don't use Link as player's character (≥ 56)
"test-level1.lvl"	(string) Auto start level file name (≥ 3)
#FALSE#	(bool) Don't use world map in this episode (≥ 3)
#FALSE#	(bool) Restart last level on player's character death (≥ 3)
15	(unsigned int) Number of stars (≥ 20)
"Author 1"	(string) Credits field (≥ 17)
"Author 2"	(string) Credits field (≥ 17)
"Author 3"	(string) Credits field (≥ 17)
"Author 4"	(string) Credits field (≥ 17)
"Author 5"	(string) Credits field (≥ 17)

Tiles descriptions

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

Marker between tiles and scenery objects

"next"

Scenery objects descriptions

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

Marker between scenery objects and paths

"next"

Paths

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

Marker between paths and level points

"next"

Levels points descriptions

(Loop = number of level points on the world map)	
192	(long) Position x
32	(long) Position y
1	(unsigned long) Level icon ID
"filehack.lvl"	(string) Level file name
"Some pipe"	(string) Level title
-1	(int) Level top exit type (-1 is 'any')
-1	(int) Level left exit type (-1 is 'any')
-1	(int) Level bottom exit type (-1 is 'any')
-1	(int) Level right exit type (-1 is 'any')
0	(unsigned int) Number of doors to warp (0 – is normal warp)(>=4)
#FALSE#	(bool) Always visible (>=22)
#FALSE#	(bool) Path background (>=22)
#TRUE#	(bool) Is Game start point (>=22)
-1	(long) Go to world map position x (-1 is normal level point) (>=22)
-1	(long) Go to world map position y (>=22)
#TRUE#	(bool) Big background (>=22)
(Loop end)	

Marker between level points and music-boxes

"next"

Music-Boxes

(Loop = number of music-boxes on the world map)	
224	(long) Position x
256	(long) Position y
7	(unsigned long) World Music ID
(Loop end)	

Reserved marker (must by)

"next"

--End of file--