

# The SMBX64 \*.LVL file file description

*It is probed by Wohlstand 02/12/2014  
(100% done)*

This is a level map TEXT file. All parameters are written line by line without blank lines.

## Introduction

### Standart parameters:

Standart size of one block	32x32 pixels
On screen can showing height	19 blocks
On screen can showing width	25 blocks
Height of screen	608 pixels (non 600, 608: 608/19=32 — one block size)
Width of screen	800 pixels
Max level space size:	419998×419998 pixels (but It is allowed to come out of limits)

### Limits of objects on one level map:

Blocks:	20000
NPCs:	5000
Background objects:	8000
Doors:	200

## Default section positions

### (Section Center)

-200000  
-180000  
-160000  
-140000  
-120000  
-100000  
-80000  
-60000  
-40000  
-20000  
0000  
20000  
40000  
-60000  
80000  
100000  
120000  
140000  
160000  
180000  
200000

### Section (X and Y axis ranges)

**01** (-190000 : -219999)  
**02** (-170000 : -189999)  
**03** (-150000 : -189999)  
**04** (-130000 : -149999)  
**05** (-110000 : -129999)  
**06** (-90000 : -109999)  
**07** (-70000 : -89999)  
**08** (-50000 : -69999)  
**09** (-30000 : -49999)  
**10** (-10000 : -29999)  
**11** (9999 : -9999)  
**12** (10000 : 29999)  
**13** (30000 : 49999)  
**14** (50000 : 69999)  
**15** (70000 : 89999)  
**16** (90000 : 109999)  
**17** (100000 : 129999)  
**18** (130000 : 149999)  
**19** (150000 : 169999)  
**20** (170000 : 189999)  
**21** (190000 : 209999)

- Standart size of one section zone is 29999×29999 pixels
- Y is always equal to X as Section center coordinates
- where x=0 and y=0 – is a center of 11'th section.

For convert from absolute coordinates to the relative of center by one section:

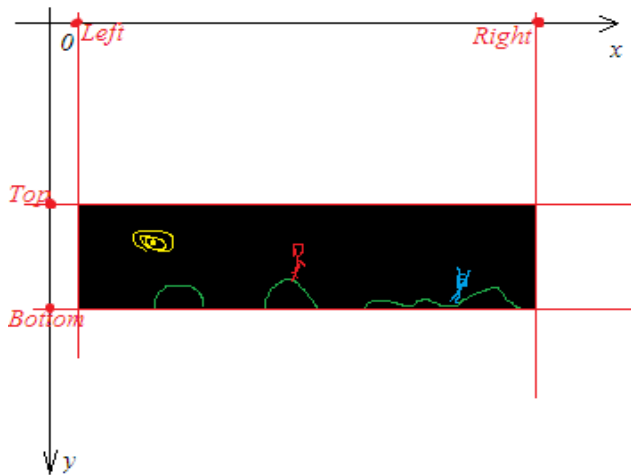
$$X_{n-section} = X_{absolute} - X_{Current\ section\ center}$$

$$Y_{n-section} = Y_{absolute} - Y_{Current\ section\ center}$$

The section size and position defining by position of each side of section.

height and width are calculated on a formula:

$$W = |L-R| \quad H = |T-B|$$



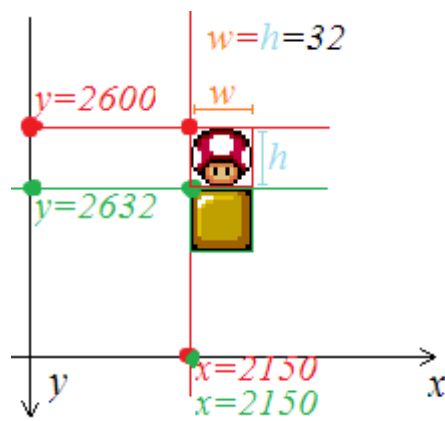
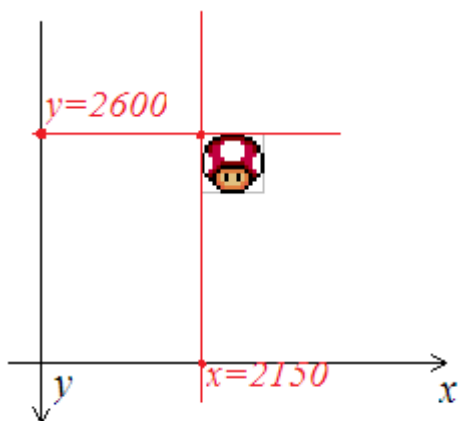
**Coordinates of placement of object it is set concerning its upper left corner:**

In this example, mushroom coordinates on current section is: X=2150; Y=2600

and block coordinates is: X=2150; Y=2632

**Remember!**

As the Y axis is turned to move object down, it is necessary to add to Y offset and to move up, it is necessary to subtract.



## File Format Specification

### Structure

- [header]
- [sections settings]
- [player's start points]
- [blocks on level]
- “next”
- [background tiles]
- “next”
- [NPS's options]
- “next”
- [Warps/Doors options]
- “next”
- [Water/Quicksand]
- “next”
- [Layers]
- “next”
- [Events]

### The reference designations:

- standart parameter
- **Comment title**
- Comment description
- **loop**
- **variable**
- *Special option, using only under special conditions, differently is absent*
- The option isn't known yet
- File format version limit
- Data type

### ***File format version:***

*The version number of the file format defines data present or absent in the file.*

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--File begin--

### First 3th lines (Header):

Parameter	Description
64	(unsigned int) File format number (last in SMBX is 64)
0	(unsigned int) number of stars on this level ( $\geq 17$ )
"Level name"	(string) Level title ( $\geq 62$ )

### Section properties

(loop 21 times) (if <8, loop 6 times)	
-200000	(long) Left size (-left/+right)
-200768	(long) Top size (-down/+up)
-200000	(long) Bottom size (full screen is -200600 -down/+up)
-199200	(long) Right size (full screen is -199200 +left/-right)
24	(unsigned int) Music number (24 is enable custom music file)
16291944	(long) Background color (In old versions editors) [0] = black, [16291944] = blue, [10520656] = dark blue-green
#FALSE#	(bool) Is Level wrap
#TRUE#	(bool) enable Off Screen exit
13	(unsigned int) Background number
#FALSE#	(bool) No turn back
#TRUE#	(bool) Under water ( $\geq 32$ )
"somefile.mp3"	(string) Custom music file ( $\geq 2$ )
(End loop)	

### Player start points

-199996	(long) First player Position x (+left/-right) (0 – player point isn't set)
-200600	(long) First player Position y (+up/-down) (0 – player point isn't set)
24	(unsigned int) Width of character (0 – is is first player point isn't set)
54	(unsigned int) Height of character (0 – is is first player point isn't set)
-199242	(long) Second player Position x (0 – player point isn't set)
-200068	(long) Second player Position y (0 – player point isn't set)
24	(unsigned int) Width of character (0 – is is second player point isn't set)
60	(unsigned int) Height of character (0 – is is second player point isn't set)

### Blocks on screen

#### For every block making this description:

(Loop = how much blocks in this level)	
-241408	(long) Block position x
-180512	(long) Block position y
32	(unsigned int) Height
32	(unsigned int) Width
63	(unsigned int) Block ID
0	(unsigned int) Containing NPC number 0 – empty, -99 coins 1000+npc_id – NPC
#FALSE#	(bool) Invisible
#TRUE#	(bool) Slippery ( $\geq 62$ )
"Default"	(string) Layer name ( $\geq 10$ )
"BlockDestroy"	(string) Block destroy event name ( $\geq 10$ )

"hitme"	(string) Block hit event name	(>=10)
"NoMore"	(string) "No more object in layer" event	(>=10)
(Loop end)		

### Marker between Backgrounds and blocks:

"next"

### Background objects descriptions:

(Loop = how much backgrounds in this level)		
-199808	(long) Position x	
-200480	(long) Position y	
15	(unsigned int) Background-1 number	
"Default"	(string) Layer name	(>=10)
(Loop end)		

### Marker between NPC and Backgrounds:

"next"

### NCP descriptions:

(Loop = how much NPSs in this level)		
-199966	(long) Position x	
-200480	(long) Position y	
-1	(int) [-1] left, [0] random/none, [1] right	
91	(unsigned int) NPC number	
71	(int) Special option:	(>=10)
Included NPC: using only if NPS is		
Buuble(283)/Burried(91)/Lakitu(284)/Egg(96)		
CoopaTroopa type:		
0 chase, 1 jump, 2 hover L/R, 3 hover U/D		
Cheap-cheap type:		
0 Swim, 1 jump, 2 projective, 3 swim L/R, 4 swim U/D		
Firebar position (NPC 260) 0-32		
#FALSE#	(bool) Generator enable	(>=10)
3	(int) Special: Generator direction: [1] up, [2] left, [3] down, [4] right	(>=10)
2	(int) Special: Generator type [1] Warp, [2] Projective	(>=10)
155	(unsigned int) Special: Generator period ( sec*10 ) [1-600]	(>=10)
""	(string) Message by this NPC talkative	(>=10)
#FALSE#	(bool) Friedly NPC	(>=10)
#FALSE#	(bool) Don't move NPC	(>=10)
#FALSE#	(bool) LegacyBoss	(>=10)
"Default"	(string) Layer name	(>=10)
"Activate"	(string) Activate event	(>=10)
"GoldCoin D"	(string) Death event	(>=10)
"Talk"	(string) Talk event	(>=10)
"NoMoreObj"	(string) No more object in layer event	(>=10)
"AttachToLayer"	(string) Layer name to attach	(>=63)
(Loop end)		

### Marker between NPC and Doors:

"next"

#### Doors descriptions:

(Loop = how much doors in this level)		
-199824	(long)	Entrance position x
-200224	(long)	Entrance position y
-199824	(long)	Exit position x
-200224	(long)	Exit position y
3	(unsigned int)	Entrance direction: [3] down, [1] up, [2] left, [4] right
3	(unsigned int)	Exit direction: [1] down [3] up [4] left [2] right
1	(unsigned int)	Door type: [1] pipe, [2] door, [0] instant
"file.lv1"	(string)	Warp to level ( $\geq 8$ )
0	(unsigned int)	Normal Entrance / To Warp [0-100] ( $\geq 8$ )
#FALSE#	(bool)	Level Entrance (can not enter) ( $\geq 8$ )
#FALSE#	(bool)	Level Exit (End of level) ( $\geq 8$ )
-1	(long)	Wrap to X on world map (-1 is empty) ( $\geq 8$ )
-1	(long)	Wrap to Y on world map (-1 is empty) ( $\geq 8$ )
5	(unsigned int)	Need a stars for enter ( $\geq 8$ )
"Default"	(string)	Layer name ( $\geq 10$ )
#FALSE#	(bool)	<unused>, always FALSE ( $\geq 10$ )
#FALSE#	(bool)	No Yoshi ( $\geq 28$ )
#FALSE#	(bool)	Allow NPC ( $\geq 28$ )
#FALSE#	(bool)	Locked ( $\geq 28$ )
(Loop end)		

### Marker between Doors and water/quicksand:

"next" ( $\geq 10$ )

#### Water/Quicksand descriptions:

( $\geq 32$ ), else skip section

(Loop = how much water ranges in this level)		
-159968	(long)	Position X
-160096	(long)	Position Y
160	(unsigned long)	Width
64	(unsigned long)	Height
0	(int)	<unused>, always 0
#TRUE#	(bool)	Is Quicksand, else Water ( $\geq 63$ )
"Default"	(string)	Layer name
(Loop end)		

### Marker between water/quicksand and layers:

"next" ( $\geq 10$ )

#### Layers descriptions:

( $\geq 10$ ), else skip section

(Loop = how much layers in this level)		
"Default"	(string)	Layer name
#FALSE#	(bool)	Is Hidden layer
(Loop end)		

### Marker between layers and events:

"next" ( $\geq 10$ )

**Events descriptions:**  
(>=10), else skip section

<b>(Loop = how much layers in this level)</b>		
"New Event"	(string)	Event name
"All super-puper!!!))))))"	(string)	Show message after start event
0	(unsigned int)	Play sound number (0 is don't play sound) (>=18)
0	(unsigned int)	End game type (0 – none, or 1 – Bowser Defeat)
<b>↓ (loop 20 times = Show/hide/toggle layers lists)</b>		
"hideme1"	(string)	Hide layer
"showme1"	(string)	Show layer
"Toggleme1"	(string)	Toggle layer
<b>↑ (loop 20 times end)</b>		
<b>Warning:</b> In SMBX exist bug: if you add 21'st layer in any list, you will lose opportunity to delete layers from list. Max 21 layers		
""	(string)	Empty string (must by for SMBX)
""	(string)	Empty string (must by for SMBX)
""	(string)	Empty string (must by for SMBX)
<b>↓ (loop 21 times start (for each 21 sections)</b>		
-1	(int)	Set Music ([-1] don't change; [-2] default; or number of music)
-1	(int)	Set Background ([-1] don't change; [-2] default; or # of back)
-1	(long)	Set Position ([-1] don't change; [-2] default; or LEFT x coordinates for section=current loop)
0	(long)	TOP y coordinates for section=current loop
0	(long)	BOTTOM y coordinates for section=current loop
0	(long)	RIGHT x coordinates for section=current loop
<b>↑ (Loop 21 times end)</b>		
"Trigger event"	(string)	Trigger event (>=28)
1532	(unsigned int)	Start trigger event after x [sec*10]. i.e. 153,2 sec (>=28)
#FALSE#	(bool)	No Smoke (>=28)
#FALSE#	(bool)	Hold ALT-JUMP player control (>=28)
#FALSE#	(bool)	Hold ALT-RUN player control (>=28)
#FALSE#	(bool)	Hold DOWN player control (>=28)
#FALSE#	(bool)	Hold DROP player control (>=28)
#FALSE#	(bool)	Hold JUMP player control (>=28)
#FALSE#	(bool)	Hold LEFT player control (>=28)
#FALSE#	(bool)	Hold RIGHT player control (>=28)
#FALSE#	(bool)	Hold RUN player control (>=28)
#FALSE#	(bool)	Hold START player control (>=28)
#FALSE#	(bool)	Hold UP player control (>=28)
#FALSE#	(bool)	Auto start (>=32)
"MoveMe"	(string)	Layer name for movement (>=32)
0	(int)	Layer moving speed – horizontal (-Left/+Right) (>=32)
0	(int)	Layer moving speed – vertical (+Up/-Down) (>=32)
0	(int)	Move screen horizontal speed (-Left/+Right) (>=49)
0	(int)	Move screen vertical speed (+Up/-Down) (>=49)
0	(int)	Scroll section x, (in file value is x-1) (>=49)
<b>(Loop end)</b>		

--End of file--