**Flags**

|  |  |
| --- | --- |
| **Bit** |  |
| 0-3 | Item  0x01 = Clock  0x03 = Open Trap Door/Rug  0x04 = Table |
| 4 |  |
| 5 |  |
| 6-7 | Orientation  0 = Top  1 = Right (0x4?)  2 = Bottom (0x8?)  3 = Left (0xc?) |

**Door Unknown**

0x00 = Not a door.

0x34 = Door.

0x38 = Big Door (bottom).

0x74 = Big Door (left).

0xc4 = ACG Exit Door.

**Door Unknown2**

0x00 = Not a door.

0x03 = Left or Right Door.

0x06 = Bottom Door.

0x56 = Top Door.

0x57 = Top Door (screen 9).

0xe4 = Open Trap Door.

0x49 = Table.

0x08 = Big Door (bottom).

0xf5 = Big Door (left).

0xd6 = ACG Exit Door.