

Editing the World Map

The world map is a bit more complicated than other tilemaps you might have had to deal with. Like chapter maps in the game, the WM tilemap isn't composed of tiles, but of metatiles. A metatile is a block of 2x2 tiles (16x16 pixels), meaning that editing the tilemap will change 4 tiles at a time.



Metatile 279, the start of Verdane town's name

In order to change individual tiles, you will need to edit the tileset, which is an ordered list of 4 word-tiles.

The ODT file presents it in a three-column table :

- the first is the metatile's index (what gets referenced in the tilemap)
- the second is the entire tileset, with 4 word-tiles per line (do not adjust column width...)
- the third contains comments that should help figure out which is which

The 4 word-tiles are in this order : top-left, bottom-left, top-right, bottom-right.

You can create new metatiles if need be. There's plenty enough room.

72	6310	7310	1010	1010	
73	8410	1010	A150	0D12	Sofala
74	9110	0E12	9110	0F12	Sofala
75	700C	1012	710C	2C08	Sofala
76	7409	1008	7509	9688	Kingdom of Isaach
77	8409	7E09	8509	7F09	Kingdom of Isaach
78	8609	A808	8709	A908	Kingdom of Isaach
79	8809	A608	8909	A708	Kingdom of Isaach
7A	EA10	1010	EB10	1010	SILESSE (bottom) ^ Jump to 5C
7B	EC10	2C08	7ED0	E011	SILESSE (bottom) + Zaxon
7C	6A90	E111	6B90	E211	v Jump to AC Zaxon

Occasionally, you'll find Jump comments above, below or, lacking room, besides chunks of text. If only a portion of a word is in this area, the jumps will let you know where to look for the rest of it. In the example above, the SILESSE word is broken up between multiple groups of metatiles, four of them, to be precise. By going to indexes 5C and AC, you should find other pieces of it, and probably more jumps to other metatiles.

Once you've changed the tileset, you can then change the tilemap, which follows a similar highlight scheme as the tileset, although because of its size, a lot of coast/terrain tiles are not highlighted. It should still let you easily figure out everything that has text on it.

The WM also follows a similar structure as other tilemaps, except it uses tileset indexes instead of tile positions.

Do note that our tileset is going to look quite different from vanilla FE4 (or Project Naga) since we've completely reordered every tile with text on it, to ease translating and editing them.