ID	Object	16 height	17 width	19 display width	20 hitbox	solid d1	d2	d3	platform d1	Notes
1	SonicPlayer	19	9	24						
	SonicPlayer (rolling)	14	7	24						Smaller when rolling.
8	Splash			16						
9	SonicSpecial	14	7							
a	DrownCount			16						
b	Pole			8	4x32					
c	FlapDoor			40		19	32	33		
d	Signpost			24						
11	Bridge			128						
	Bridge (log)			8						
12	SpinningLight			16						
14	FireBall (vertical)	8	8	8	8x8					
	FireBall (horizontal)	8	8	16	8x8					
15	SwingingPlatform (GHZ/MZ)		8	24					24	Also uses height for platform detection.
	SwingingPlatform (SLZ)	16		32	32x8				32	Also uses height for platform detection.
	SwingingPlatform (SBZ)	24		24	16x16					
	SwingingPlatform (chain)			8						
	SwingingPlatform (GHZ ball)	8		24	20x20					
16	Harpoon (vertical)			20	4x8/4x24/4x40					Hitbox changes with animation.
	Harpoon (horizontal)			20	8x4/24x4/40x4					Hitbox changes with animation.
17	Helix			8	4x16					One frame has hitbox, the rest do not.
18	BasicPlatform			32					32	
1a	CollapseLedge	56		100					48	Uses heightmap.
1b	WaterSurface			128						
1c	Scenery (GHZ)			16						
	Scenery (SLZ)			8						
1d	MagicSwitch			16						16x16 hitbox with custom routine.
1e	BallHog	19	8	12	12x18					
1f	Crabmeat	16	8	21	16x16					
20	Cannonball	7		8	6x6					
22	BuzzBomber			24	24x12					
23	Missile			8	6x6					
24	MissileDissolve			12						
25	Rings			8	6x6					
26	Monitor	14	14	15	16x16	26	15	26		Uses custom solid collision.
27	ExplosionItem			12						
28	Animals	12		8						
29	Points			8						
2a	AutoDoor			8		17	32	33		
2b	Chopper			16	12x16					
2c	Jaws			16	16x12					
2d	Burrobot	19	8	12	12x18					
2e	PowerUp			8						
2f	LargeGrass (wide)	64		64		75	32	75		Uses heightmap.
	LargeGrass (narrow)	64		32		43	48	43		Uses heightmap.
30	GlassBlock (tall)	72		32		43	72	73		
	GlassBlock (short)	56		32		43	56	57		
	GlassBlock (reflection)			16						
31	ChainStomp (wide block)			56		67	12	13		
	ChainStomp (medium block)			48		59	12	13		
	ChainStomp (small block)			16		27	12	13		
	ChainStomp (chain)			16						
	ChainStomp (ceiling)	128		16						
	ChainStomp (spikes)			56	40x16					
32	Button			16		27	5	5		
33	PushBlock	15	15	16		27	16	17		Uses custom solid collision.
	PushBlock (four)	15	15	64		75	16	17		Uses custom solid collision.
34	TitleCard			120						
35	GrassFire			8	8x8					
36	Spikes (3 up)			20		31	16	17		
	Spikes (3 left)			16		27	20	21		
	Spikes (1 up)			4		15	16	17		
	Spikes (3 up wide)			28		39	16	17		
	Spikes (6 up wide)			64		75	16	17		
	Spikes (1 left)			16		27	4	5		
37	RingLoss	8	8	8	6x6					
38	ShieldItem			16						
3b	PurpleRock			19		27	16	16		
3c	SmashWall			16		27	32	32		
3d	BossGreenHill			32	24x24					
3e	Prison			32		43	24	24		
	Prison (switch)			12		23	8	8		
3f	ExplosionBomb			12						
40	MotoBug	14	8	20	20x16					
41	Springs (up/down)			16		27	8	16		
	Springs (left/right)			8		19	14	15		
42	Newtron	16	8	20	20x16/20x8					Smaller hitbox when moving along the ground.
43	Roller	14	8	16	14x14					
44	EdgeWalls			8		19	40			Uses custom solid collision.
45	SideStomp (block)			32		23	32	32		
	SideStomp (spikes)			32	16x24					
46	MarbleBrick	15	15	16		27	16	17		
47	Bumper			16	8x8					
48	BossBall			8	20x20					
4a	VanishSonic			56						
4b	GiantRing			64	8x16					
4c	GeyserMaker			56						
4d	LavaGeyser	128		32	32x112					
4e	LavaWall			80	64x32					
50	Yadrin	17	8	20	20x16					
51	SmashBlock			16		27	16	17		
52	MovingBlock (MZ single)			16					16	
	MovingBlock (MZ double)			32					32	
	MovingBlock (SBZ striped)			32					32	
	MovingBlock (SBZ red)			64					64	
	MovingBlock (MZ triple)			48					48	
53	CollapseFloor			68					32	
54	LavaTag			32x32/64/32/128x32						Hitbox depends on subtype.
55	Batbrain	12		16	8x8					
56	FloatingBlock (SYZ 1x1)	16		16		27	16	17		
	FloatingBlock (SYZ 2x2)	32		32		43	32	33		
	FloatingBlock (SYZ 1x2)	32		16		27	32	33		
	FloatingBlock (SYZ 2x2 rect)	26		32		43	26	27		
	FloatingBlock (SYZ 1x3 rect)	39		16		27	39	40		
	FloatingBlock (SLZ)	16		16		27	16	17		
	FloatingBlock (LZ vertical)	32		8		19	32	33		
	FloatingBlock (LZ horizontal)	16		64		75	16	17		
57	SpikeBall (SYZ)			8	4x4					
	SpikeBall (LZ)			8	8x8					Chain links have no hitbox.
58	BigSpikeBall			24	16x16					
59	Elevator			40					40	
5a	CirclingPlatform			24					24	
5b	Staircase			16		27	16	17		
5c	Pylon			16						
5d	Fan			16						
5e	Seesaw			48					48	Uses heightmap.
	Seesaw (spikeball)			12	8x8					
5f	Bomb			12	12x12					
	Bomb (shrapnel)			12	4x4					
60	Orbinaut			12	8x8					
	Orbinaut (spikeball)			8	4x4					
61	LabyrinthBlock	16		16		27	16	17		
	LabyrinthBlock (wide)	12		32		43	12	13		
62	Gargoyle (head)			16						
	Gargoyle (fireball)	8	8	8	4x4					
63	LabyrinthConvey			16					16	
64	Bubble			16						16x16 hitbox with custom routine.
65	Waterfall			24						
66	Junction (circle)			56						
	Junction (notch)			48		48	48	49		
67	RunningDisc			8						
69	SpinPlatform (trapdoor)			128		75	12	13		
	SpinPlatform (small)			16		27	7	8		
6a	Saws			32	24x24					
6b	ScrapStomp (door)	12		64		75	12	13		
	ScrapStomp (stomper)	32		28		39	32	33		
	ScrapStomp (big door)	64		128		139	64	65		
6c	VanishPlatform			16					16	
6d	Flamethrower			12	12x24					
6e	Electro			40	72x8					
6f	SpinConvey			16		27	7	8		
70	Girder	24		96		107	24	25		
71	Invisibarrier	8-128	8-128			19-139	8-128	9-129		Height and width set by low and high nybbles of subtype respectively.
72	Teleport									16x32 hitbox with custom routine.
73	BossMarble			32	24x24					
74	BossFire	8	8	8	8x8					
75	BossSpringYard			32	24x24					
	BossSpringYard (spike)	12		8	4x16					
76	BossBlock	16		16		27	16	17		
77	BossLabyrinth			32	24x24					
78	Caterkiller	7	8	8	8x8					
79	Lamppost			8						8x64 hitbox with custom routine.
7a	BossStarLight			32	24x24					
7b	BossSpikeball			12	8x8					
	BossSpikeball (shrapnel)			12	4x4					
7c	RingFlash			32						
7d	HiddenBonus			16						16x16 hitbox with custom routine.
80	ContScrItem			60						
82	ScrapEggman			32	24x24					
	ScrapEggman (button)			16						
83	FalseFloor (all)	16		128		139	16	17		Width shrinks as each block breaks.
	FalseFloor (single)	16		16						
	FalseFloor (fragment)	8		8						
84	EggmanCylinder	32	96	32		43	96	97		
85	BossFinal (Eggman)	25	32	32		43	20	20		REV00 uses width, REV01 uses display width.
	BossFinal (control panel)	8	18	18						
	BossFinal (ship)	32	32	32						
	BossFinal (Eggman falling)		48	48						
	BossFinal (Eggman running)		32	32		27	112	113		
	BossFinal (Eggman in ship)				24x24					
86	BossPlasma (launcher)	8	8							
	BossPlasma (ball)	12	12		12x12					