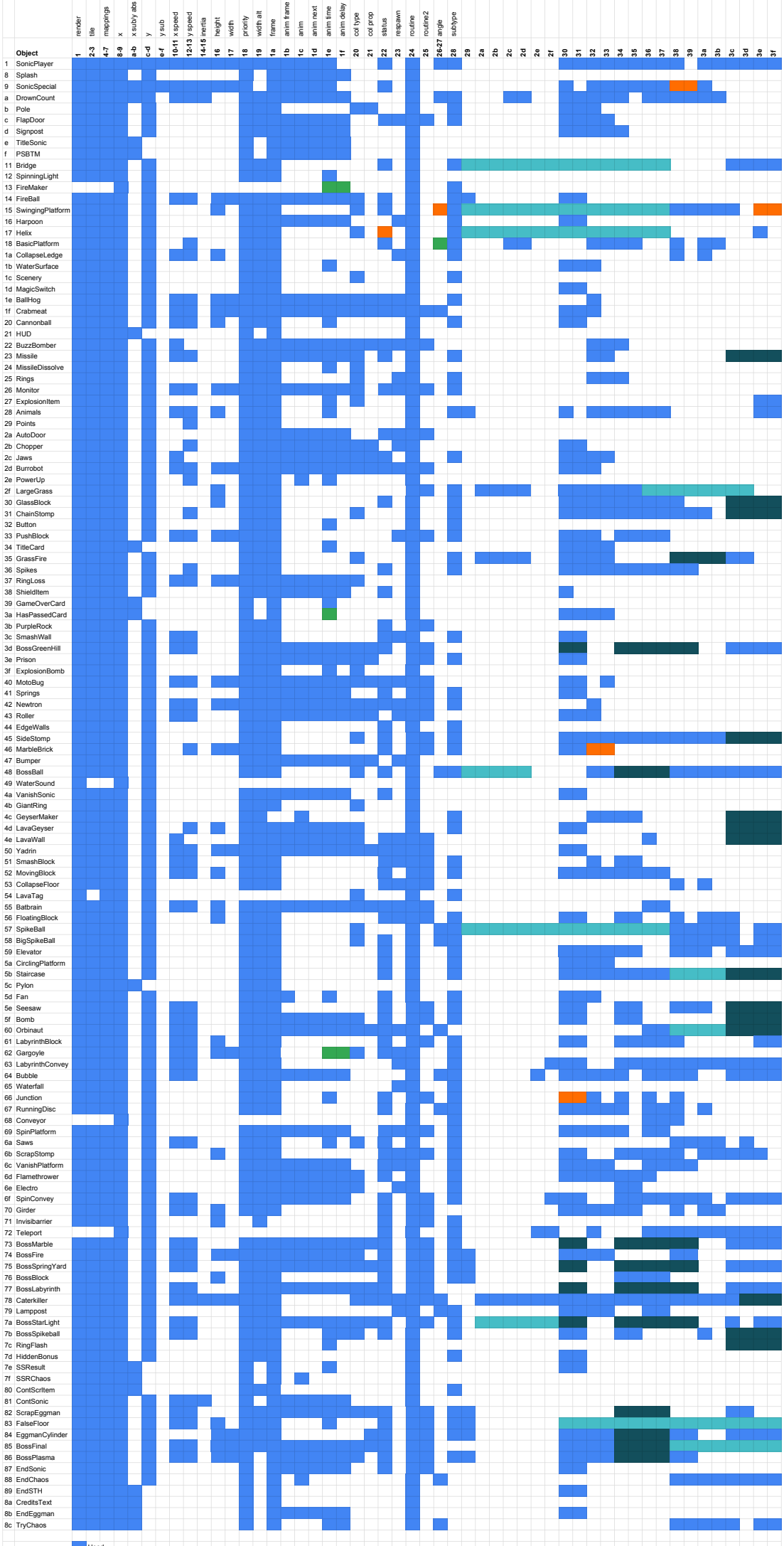
render
tile
mappings
x
x sub/y abs
y
y sub
e-f
10-11 x speed
12-13 y speed
14-15 inertia
height
width
priority
width alt
frame
anim frame
anim
anim next
anim time
anim delay
col type
col prop
status
respawn
routine
routine2
angle
subtype
Object
1 SonicPlayer
8 Splash
9 SonicSpecial
a DrownCount
b Pole
c FlapDoor
d Signpost
e TitleSonic
f PSBTM
11 Bridge
12 SpinningLight
13 FireMaker
14 FireBall
15 SwingingPlatform
16 Harpoon
17 Helix
18 BasicPlatform
1a CollapseLedge
1b WaterSurface
1c Scenery
1d MagicSwitch
1e BallHog
1f Crabmeat
20 Cannonball
21 HUD
22 BuzzBomber
23 Missile
24 MissileDissolve
25 Rings
26 Monitor
27 ExplosionItem
28 Animals
29 Points
2a AutoDoor
2b Chopper
2c Jaws
2d Burrobot
2e PowerUp
2f LargeGrass
30 GlassBlock
31 ChainStomp
32 Button
33 PushBlock
34 TitleCard
35 GrassFire
36 Spikes
37 RingLoss
38 ShieldItem
39 GameOverCard
3a HasPassedCard
3b PurpleRock
3c SmashWall
3d BossGreenHill
3e Prison
3f ExplosionBomb
40 MotoBug
41 Springs
42 Newtron
43 Roller
44 EdgeWalls
45 SideStomp
46 MarbleBrick
47 Bumper
48 BossBall
49 WaterSound
4a VanishSonic
4b GiantRing
4c GeyserMaker
4d LavaGeyser
4e LavaWall
50 Yadrin
51 SmashBlock
52 MovingBlock
53 CollapseFloor
54 LavaTag
55 Batbrain
56 FloatingBlock
57 SpikeBall
58 BigSpikeBall
59 Elevator
5a CirclingPlatform
5b Staircase
5c Pylon
5d Fan
5e Seesaw
5f Bomb
60 Orbinaut
61 LabyrinthBlock
62 Gargoyle
63 LabyrinthConvey
64 Bubble
65 Waterfall
66 Junction
67 RunningDisc
68 Conveyor
69 SpinPlatform
6a Saws
6b ScrapStomp
6c VanishPlatform
6d Flamethrower
6e Electro
6f SpinConvey
70 Girder
71 Invisibarrier
72 Teleport
73 BossMarble
74 BossFire
75 BossSpringYard
76 BossBlock
77 BossLabyrinth
78 Caterkiller
79 Lamppost
7a BossStarLight
7b BossSpikeball
7c RingFlash
7d HiddenBonus
7e SSResult
7f SSRChaos
80 ContScrItem
81 ContSonic
82 ScrapEggman
83 FalseFloor
84 EggmanCylinder
85 BossFinal
86 BossPlasma
87 EndSonic
88 EndChaos
89 EndSTH
8a CreditsText
8b EndEggman
8c TryChaos
Used
Reference to child object
Reference to parent object
Used nonstandard
Used but nonfunctional