**Dispel Tile:**

0

1

2

3

4

5

6

7

<-10->

Width = 6464

Height = 32

<- 62 ->

<- 58 ->

<- 54 ->

**Diablo Tile:**

0

1

2

3

4

5

6

7

<-12->

Width = 326464

Height = 32

<- 28 ->

<- 24->

<- 20 ->

2

3

8

9

<- 32 ->