

Sprite Data

Reading Data from Reggie in the Game

Settings:

Reggie Nybble	5				6				7				8				9				10				11				12			
Reggie Bit	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
settings >>	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Here some examples:

Nybble 5: settings >> 28 & 0xF

Nybble 8-9: settings >> 12 & 0xFF

Bit 17: settings >> 31 & 1

Bit 29-34: settings >> 14 & 0b111111

Bit 41-48: settings & 0xFF

Events (theoretically useable for settings as well):

Reggie Nybble	1				2				3				4			
Reggie Bit	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
spriteFlagNum >>	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
eventId1									X	X	X	X	X	X	X	X
eventId2	X	X	X	X	X	X	X	X								

spriteFlagMask:

0 if both eventId2 and eventId1 are 0, otherwise "1ULL << ((eventId2 ? eventId2 : eventId1) - 1)"

Both spriteFlagMask and spriteFlagNum/eventId1 and eventId2 can't be used in onCreate() but can be used in onExecute(). The reason is, that the values aren't initialized until then.

Reading settings in asm:

For reading those settings in asm code you need to find a register holding the this pointer of the object which is passed in r3 at the beginning of each function of a class. Also, your object has to be an object of a class inheriting from fBase_c since that's where the settings attribute comes from, see [here](#). You can find an example where I added an optional ability to the Paratroopas [here](#).

Programming Event Sprites

https://horizon.miraheze.org/wiki/Programming_Event_Sprites

Putting a Sprite into Reggie

<https://github.com/CLF78/Reggie-Next/blob/master/reggiedata/spritedata.xml#L12-L24>

You can simply follow the example linked above. If you want to add a sprite you simply have to add its information to the spritedata.xml of your current game patch.

You can find the game patch of New Super Mario Lost Worlds [here](#).