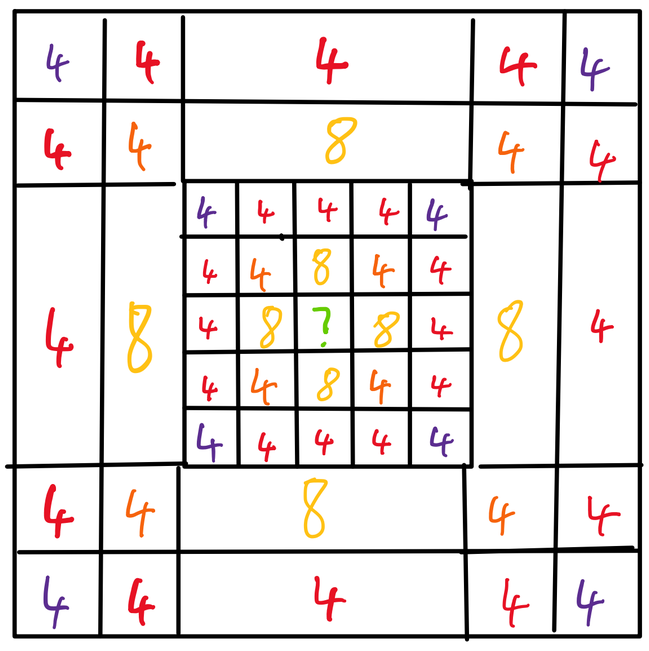
Day 24

Saturday, 4 January 2020 07:00



Outer corners have 4 adj tiles
↳ 2 from own layer
2 from layer above

outer edge have 4 adj tiles
↳ 3 from own layer
1 from layer above

Inner corners have 4 adj tiles
↳ 4 from own layer

Center adjacent tiles have 8 adj tiles
↳ 3 from own layer
5 from layer below

Adjacent Coordinates

~ = current layer
~ = layer above
~ = layer below

- x = 0, y = 0
  ↳ (1,0), (0,1), (1,2), (2,1)
- x = 0, y = 4
  ↳ (0,3), (1,4), (2,3), (1,2)
- x = 4, y = 4
  ↳ (4,3), (3,4), (3,2), (2,3)
- x = 4, y = 0
  ↳ (3,0), (4,1), (2,1), (3,2)

- x = 0, 0 < y < 4
  ↳ (0,y-1), (0,y+1), (1,y), (1,2)
- x = 4, 0 < y < 4
  ↳ (4,y-1), (4,y+1), (3,y), (3,2)

L, R

- 0 < x < 4, y = 0
  ↳ (x-1,0), (x+1,0), (x,1), (2,1)
- 0 < x < 4, y = 4
  ↳ (x-1,4), (x+1,4) (x,3), (2,3)

T, B

- (x = 1, y = 1) | (x = 3, y = 1) | (x = 1, y = 3) | (x = 3, y = 3)
  ↳ (x, y-1), (x, y+1), (x-1, y), (x+1, y)

- x = 2, y = 1
  ↳ (2,0), (1,1), (3,1), (0 ≤ x ≤ 4, 0)
  ↑ top row
- x = 1, y = 2
  ↳ (1,1), (0,2), (1,3), (0, 0 ≤ y ≤ 4)
  ↳ left edge
- x = 2, y = 3
  ↳ (1,3), (2,4), (3,3), (0 ≤ x ≤ 4, 4)
  ↳ bottom row
- x = 3, y = 2
  ↳ (3,1), (4,2), (3,3), (4, 0 ≤ y ≤ 4)
  ↳ right edge