

0.1 Unboxing the asset files

Commander Keen Dreams contains three asset files; The graphical assets, level maps and sound. The first table is the level map file, which contains 21 levels. Each tile contains a foreground, background and Info tile, each tile is an integer.

| Level | Title | width x height (tiles) | Size (bytes) |
|--------------|-------|------------------------|----------------|
| 0 | xxx | 85 x 66 | 33,660 |
| 1 | xxx | 136 x 37 | 30,192 |
| 2 | xxx | 94 x 93 | 52,452 |
| 3 | xxx | 65 x 62 | 24,180 |
| 4 | xxx | 74 x 46 | 20,424 |
| 5 | xxx | 42 x 72 | 18,144 |
| 6 | xxx | 26 x 30 | 4,680 |
| 7 | xxx | 202 x 59 | 71,508 |
| 8 | xxx | 26 x 30 | 4,680 |
| 9 | xxx | 126 x 47 | 35,532 |
| 10 | xxx | 139 x 39 | 32,526 |
| 11 | xxx | 26 x 30 | 4,680 |
| 12 | xxx | 93 x 29 | 16,182 |
| 13 | xxx | 26 x 30 | 4,680 |
| 14 | xxx | 74 x 29 | 12,876 |
| 15 | xxx | 35 x 30 | 6,300 |
| 16 | xxx | 85 x 80 | 40,800 |
| 20 | xxx | 37 x 19 | 4,218 |
| Total | | | 417,714 |

Figure 1: KDREAMS.MAP level map details.

The second file contains all graphical assets. The majority of the file is existing out of background (TILE16) and foregrounds (TILE16M) tile graphics.

| Asset type | quantity | unit size (bytes) | Size (bytes) |
|--------------|----------|-------------------|----------------|
| TILE16 | 643 | 128 | 82,304 |
| TILE16M | 542 | 160 | 86,720 |
| NUMTILE8 | 72 | 32 | 2,304 |
| NUMTILE8M | 36 | 40 | 1,440 |
| FONT | 1 | 1900 | 1900 |
| PIC | 65 | 256-298 | 29,632 |
| PICM | 2 | 320 / 480 | 800 |
| SPRITE | 297 | 10-6180 | 148,975 |
| Total | | | 354,075 |

Figure 2: KDREAMS.EGA graphic asset details.

The final asset file contains sounds for the PC speaker and Adlib soundcard.

| Sound source | number of samples | Size (bytes) |
|--------------|-------------------|--------------|
| PC Speaker | 28 | 1,923 |
| AdLib | 28 | 2,649 |
| Total | | 4,572 |

Figure 3: KDREAMS.EGA graphic asset details.