# Map part indexing

?1

?2

?4

?8

bean: the blue square is the tile on the map we are deciding how to draw

bean: so to pick the correct mesh for that tile

bean: with the modelled edges

bean: we gotta consider the neighbouring tiles

bean: so for eg if you test left and right and they are both marked as trenches

bean: but up and down aren't

bean: you want a modelled wall at the top and bottom of the cell

bean: so actually when you think it through if you think of each of the 4 tiles as being a boolean decision it's 1bit

bean: so in total there are 4 bits, there are 16 combinations of 4 bits

bean: so if we give each of these decisions a place value so left is 1, up is 2, right is 4, down is 8

bean: you do 4 if statements combine them into an index between 0 and 15

bean: int index = 0;

if (leftTrench) index += 1;

if (upTrench) index += 2;

if (rightTrench) index += 4;

if (bottomTrench) index += 8;

bean: so then all we do is load up those 16 models, put em into an array

bean: use that index as the decision for what model to draw in that array