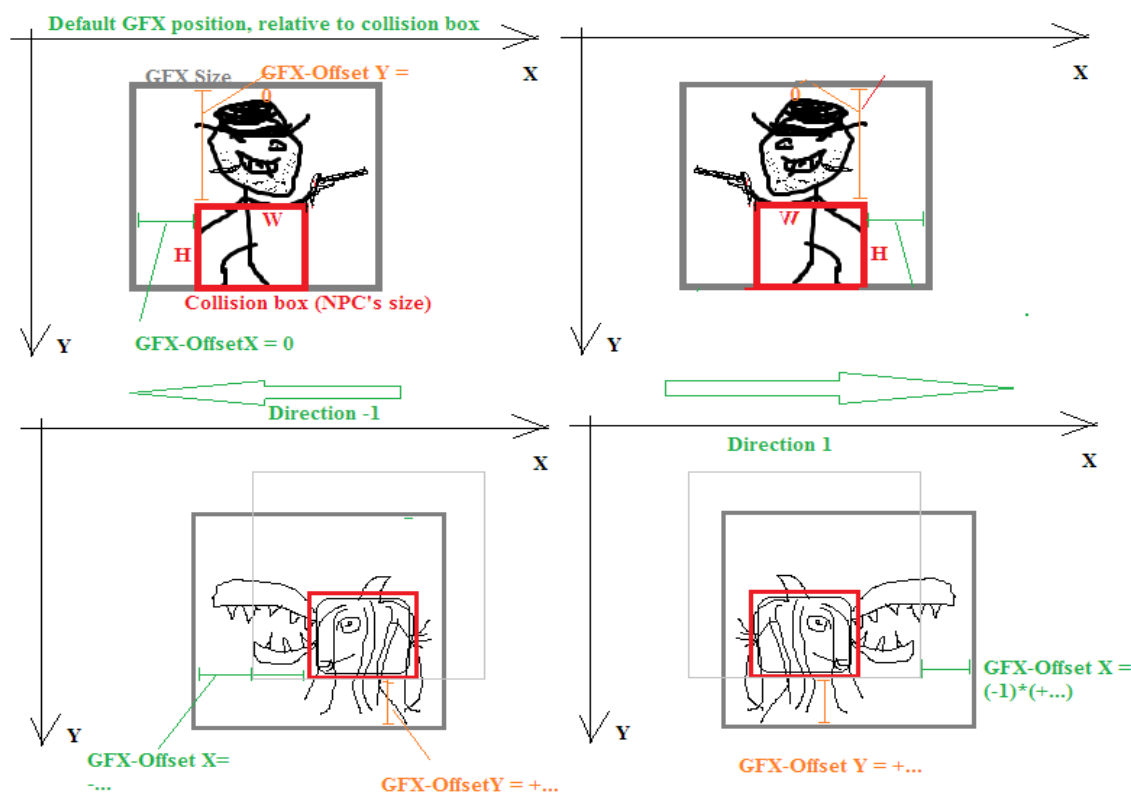


SMBX64 NPC's GFX and position formula

Probed by Wohlstand May 13 2014



In the SMBX64 standard, all GFX of NPCs are attached to the center-bottom of the NPC's collision box.

The position offset is relative to the left-top corner.

GFX-offset formula:

$$O_x = -\frac{W_{gfx} - W_{box}}{2} + O_{modifier\ x}$$

Where W_{gfx} - is a width of the GFX image

Where W_{box} - is a width of the collision box

Where $O_{modifier\ x}$ - is a modifier offset-X value

$$O_y = -H_{gfx} + H_{box} + O_{modifier\ y}$$

Where H_{gfx} - is a height of the GFX image

Where H_{box} - is a height of the collision box

Where $O_{modifier\ y}$ - is a modifier offset-Y value