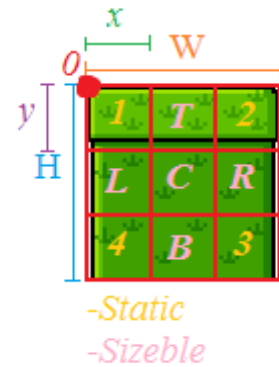


# The SMBX64 Sizable block formula

*Probed by Wohlstand 4 April 2014*

The sizable block differs in the way that it can change size compared to a normal block. For rendering this block, a special formula is necessary:

#	Pos-x	pos-y	width	height
1:	0,	0,	y,	x
2:	w-y,	0,	y,	x
3:	w-y,	h-x,	y,	x
4:	0,	h-x,	y,	x
L:	0,	x,	y,	h-2x
T:	y,	0,	w-2y,	x
B:	y,	h-x,	w-2y,	x
R:	w-y,	x,	y,	h-2x
C:	y,	x,	w-2y,	h-2x



## Where:

1,2,3,4 – corners

L – left border

R – Right border

T – Top border

B – Bottom border

C – Central texture

w – Block width

h – Height of block

x – constant 32 px.

y – constant 32 px.

All parameters are relative to the block position on the level map.