offset=0   offset=10   offset=-10   offset=0
                                                        width>bmp_width

                                     = same as:
                                     offset=63

bmp_width=73

IN-GAME EXAMPLE:

horizontal offset

```
TILE          528,1734, 33, 65,   0,   0, 0,"GARI0000.RLE","    "
```



```
TILE          528,1734, 33, 65,  10,   0, 0,"GARI0000.RLE","    "
```



```
TILE          528,1734, 33, 65, -10,   0, 0,"GARI0000.RLE","    "
= same as:
TILE          528,1734, 33, 65,  23,   0, 0,"GARI0000.RLE","    "
```

Negative Offset, Offset bigger than Width:

```
while (offset<0) offset += width;

while (offset>=width) offset -= width;
```