

Map Data Format
stored in plain text with the extension .gamemap

Texture section

Textures must be 32x32 pixels

Texture definitions are stored between two tags
BEGINTEXTUREDEFS
ENDTEXTUREDEFS

The format of actual texturedefs is as follows
integer=path to texture;

There should be no spaces except in the path itself

For efficiency reasons the integers can not exceed 1023 and should start at 0.

example

```
BEGINTEXTUREDEFS
0=Data/Images/Tiles/BlueTile.png;
1=Data/Images/Tiles/RedTile.png;
ENDTEXTUREDEFS
```

Chunk Data section

Each chunk must be 32x32 tiles

Chunk Data is stored between two tags

BEGINCHUNKTEXTDATA

ENDCHUNKTEXTDATA

The format of the data is as follows

the chunk position

$$P_x y;$$

the integers x and y must form a unique value and denotes that chunk's position in the game they are separated by a space

the numbers in game are multiplied by 1024

The chunk texture data is a series of rows separated by ;

each row is composed of a series of integers separated by a space

each integer must be listed in the texture defs as the integer represents which texture that particular tile should have

example

BEGINCHUNKTEXTDATA

P0 0;

[illegible]

[illegible]