

7

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月
十
日

77NT TAT

<https://github.com/r41n6xw/bdc-disarm/>

room.t:

room.t	id.t	seg/initproc()	:addr
-1	→	#NOWHERE	
0 ANTE	1000	19/anteroom():0a44	
1 CATC	1100	25/catacombs():0914	
2 BASE	1110	13/basement():0ac8	
3 DUNJ	1120	6/dungeon():10c0	
4 WALL	1200	22/wtwr_wall():094e	
5 WLAB	1210	21/west_labyr():0000	
6 WTOP	1220	10/wtwr_top():0f48	
7 BREW	1300	17/bk_brewery():07c2	
8 ELAB	1310	20/east_labyr():0000	
9 ETOP	1320	9/etwr_top():0f22	
10 CLKT	1410	14/clock_twr():0c5a	
11 BKCH	1500	11/bk_chamber():0fa4	
12 WALD	1400	23/bforest():0000	
13 SWAM	1420	24/swamp():0000	
14 COMP	1430	12/comproom():097a	

state.t:

#10	#20	#30	#40	#50	#60	
0 DEFAULT	(undef)	TRIP	(undef)	SFHS	99LIFT	HOOKSW
1 LADDON	(undef)	TRIPON	(undef)	SFHSON	99FALL	HOOKD
2 LADD	DIZZY	CAT9	(undef)	(undef)	(undef)	HPOLE
3 JMP OFF	DEATH	K1PT	STAIRD	(undef)	DUEL	DOOR
4 MIDJMP	LADDTD	TOND	(undef)	BURND	MACE	CABLE
5 FALL	LADDTV	CAT9ON	WIZARD	ASHD	BELT	BELTD
6 WHPA	STONE	GETC9	YNR	POLE	BZ12	BLASTD
7 STAIRON	(undef)	CAT9X	YNORON	POLEON	GETORB	GOANTE
8 STAIR	SWING	JAILKO	FLO9	PULSW	PUTORB	VAX
9 (undef)	SWINGON	GETC9K	(undef)	SWITCH	GETPOW	CABLEX

tile.t:

#10	#20	#30	#40	#50	#60	#70
(undef)	D_STEP	(undef)	(undef)	(default)	SW_HOOK	
1 F	[V_STEP]	(undef)	PL_SFHS	F DUEL	H_POLE	
2 U_LDD	(default)	F_BZ12	[PL_SFHS]	O_MACE	X_DOOR	
3 D_LDD	PL_TPZE	[SW_PULL]	V_POLE	(default)	V_CABL	
4 [V_LDD]	PL_STON	PL_WIZ	D_POLE	W_CEIL	X_BZ12	
5 X_EXIT	(undef)	O_YNR	SW_PULL	PL_BELT	SW_VAX	
6 F_LAND	F_TRIP	[PL_SFHS]	SW	O_BZ12	H_CABL	
7 (default)	O_CAT9	W	[SW_PULL]	U_LDDO	X_FIRE	
8 (default)	F_1PT	F_CAT9	U_LDDN	PL_ORBX	X_GATE	
9 U_STEP	[X_DOOR]	X_SFHS	D_LDDO	O_POW	(undef)	

tiles