Dungeon Mode Wall Rules Audit

Connectivity method: center-connected opaque component -> cardinal border reachability
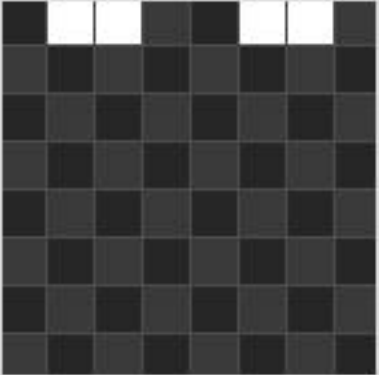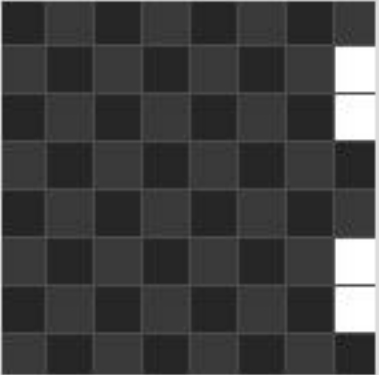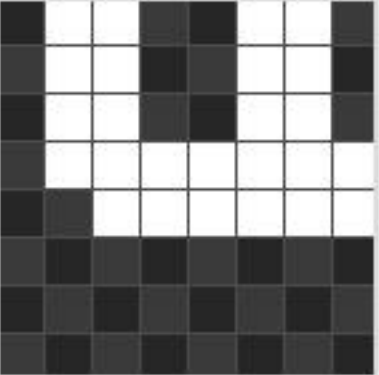
mask 00
N0 E0 S0 W0
rule: isolated
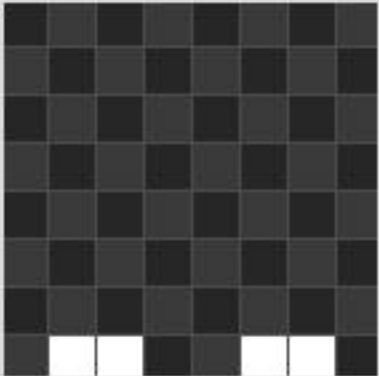tile: dm_253_shade_heavy
rotation: 0

mask 01
N1 E0 S0 W0
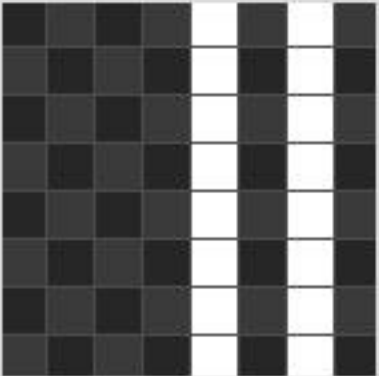rule: end_north
tile: dm_254_block_full
rotation: 0

mask 02
N0 E1 S0 W0
rule: end_east
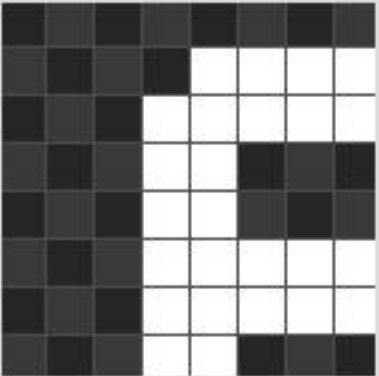tile: dm_254_block_full
rotation: 90

mask 03
N1 E1 S0 W0
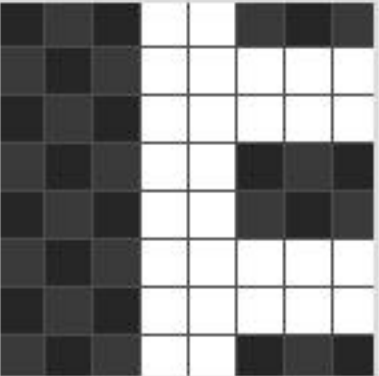rule: corner_bl
tile: dm_243_box_corner_br
rotation: 0

mask 04
N0 E0 S1 W0
rule: end_south
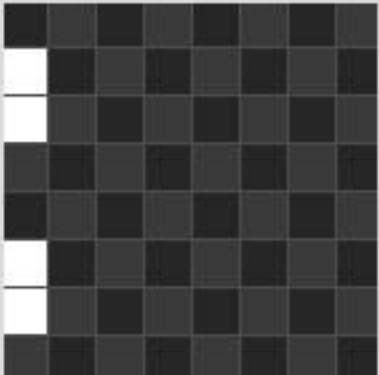tile: dm_254_block_full
rotation: 180

mask 05
N1 E0 S1 W0
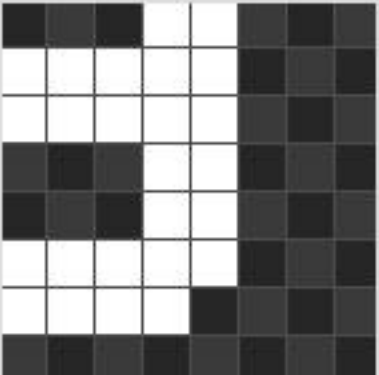rule: vertical
tile: dm_242_box_corner_bl
rotation: 90

mask 06
N0 E1 S1 W0
rule: corner_tl
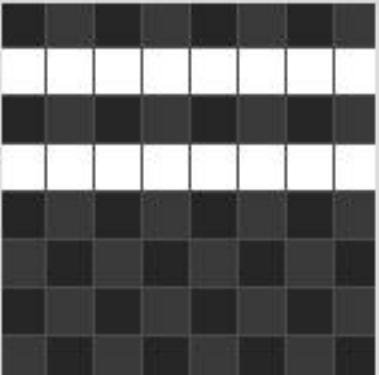tile: dm_243_box_corner_br
rotation: 90

mask 07
N1 E1 S0 W0
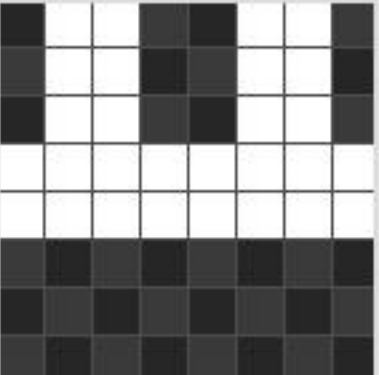rule: t_right
tile: dm_244_box_horizontal
rotation: 90

mask 08
N0 E0 S0 W1
rule: end_west
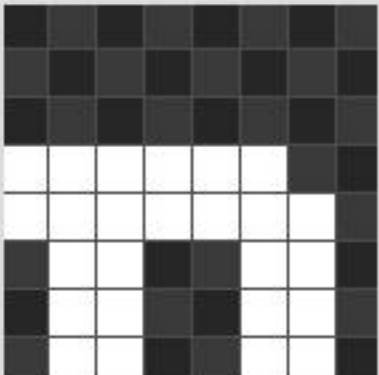tile: dm_254_block_full
rotation: 270

mask 09
N1 E0 S0 W1
rule: corner_br
tile: dm_243_box_corner_br
rotation: 270
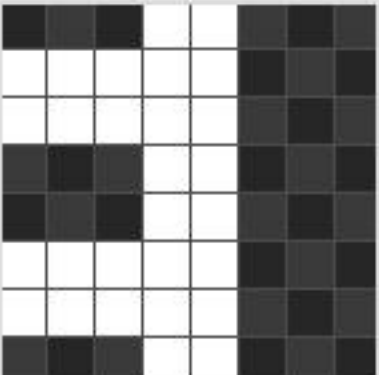
mask 10
N0 E1 S0 W1
rule: horizontal
tile: dm_242_box_corner_bl
rotation: 0
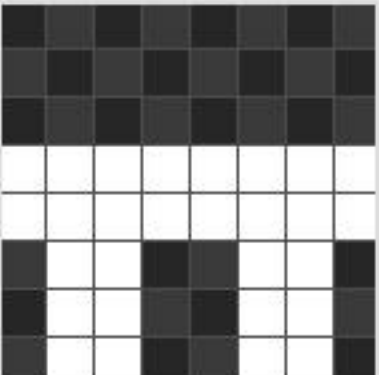
mask 11
N1 E1 S0 W1
rule: t_up
tile: dm_244_box_horizontal
rotation: 0
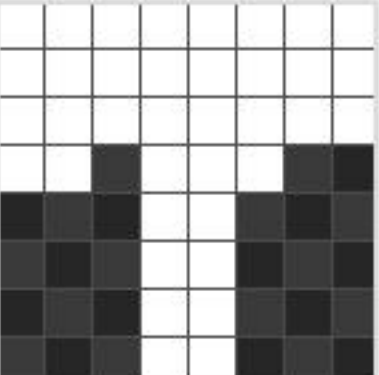
mask 12
N0 E0 S1 W1
rule: corner_tr
tile: dm_243_box_corner_br
rotation: 180

mask 13
N1 E0 S1 W1
rule: t_left
tile: dm_244_box_horizontal
rotation: 270
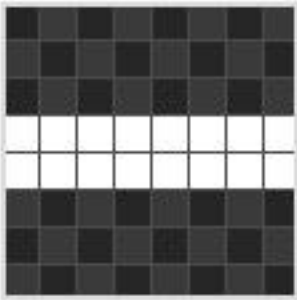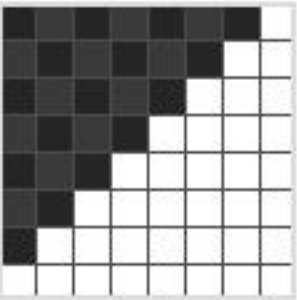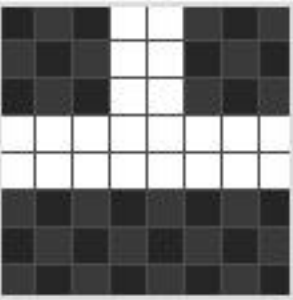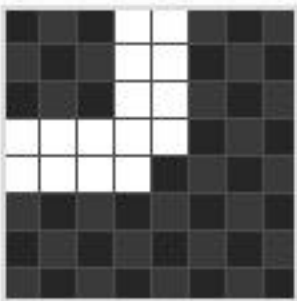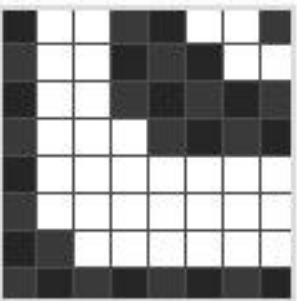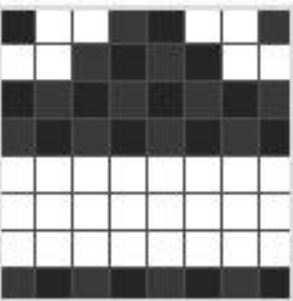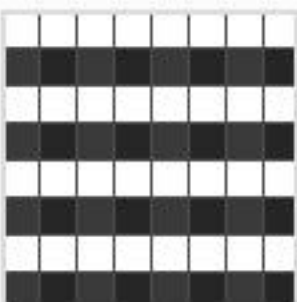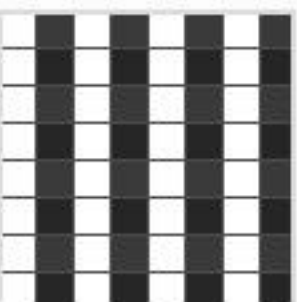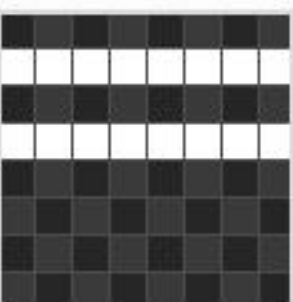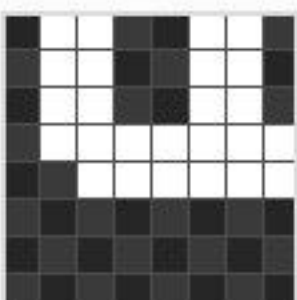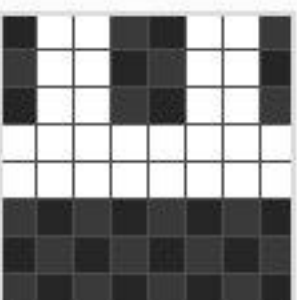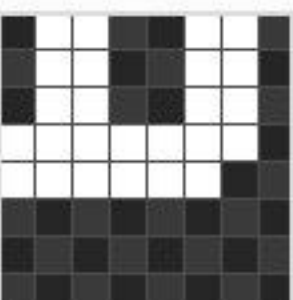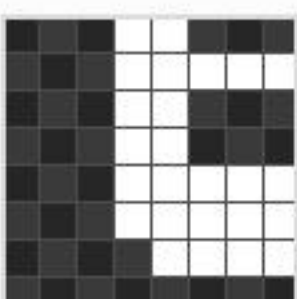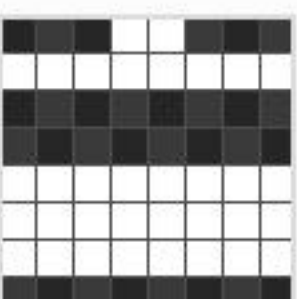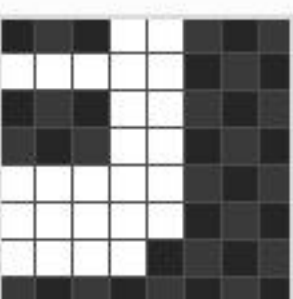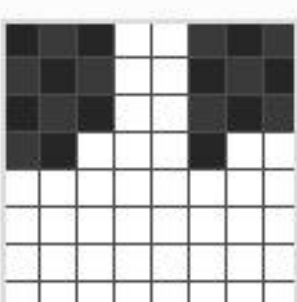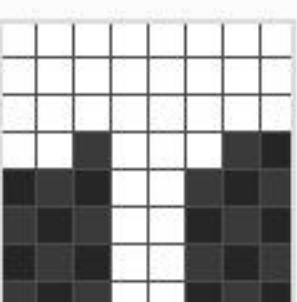
mask 14
N0 E1 S1 W1
rule: t_down
tile: dm_244_box_horizontal
rotation: 180

mask 15
N1 E1 S1 W1
rule: cross
tile: dm_250_box_cross
rotation: 0

Canonical set used: dm_242 (straight), dm_243 (corner), dm_244 (tee), dm_250 (cross), dm_254 (end), dm_253 (isolated).

Each preview includes a visible 8x8 pixel grid to verify tile-to-grid alignment.

dm_129_wall_brick
base mask: 10 (N0 E1 S0 W1)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_129_wall_brick.png

dm_136_bridge
base mask: 15 (N1 E1 S1 W1)
rotation masks: [15]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_136_bridge.png

dm_196_wall_stone
base mask: 11 (N1 E1 S0 W1)
rotation masks: [7, 11, 13, 14]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_196_wall_stone.png

dm_197_wall_cave
base mask: 09 (N1 E0 S0 W1)
rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_197_wall_cave.png

dm_198_wall_mossy
base mask: 03 (N1 E1 S0 W0)
rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_198_wall_mossy.png

dm_199_wall_cracked
base mask: 10 (N0 E1 S0 W1)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_199_wall_cracked.png

dm_240_box_corner_tl
base mask: 10 (N0 E1 S0 W1)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_240_box_corner_t.pr

dm_241_box_corner_tr
base mask: 05 (N1 E0 S1 W0)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_241_box_corner_t.pr

dm_242_box_corner_bl
base mask: 10 (N0 E1 S0 W1)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_242_box_corner_bl.png

dm_243_box_corner_br
base mask: 03 (N1 E1 S0 W0)
rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_243_box_corner_br.p

dm_244_box_horizontal
base mask: 11 (N1 E1 S0 W1)
rotation masks: [7, 11, 13, 14]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_244_box_horizontal.p

dm_245_box_vertical
base mask: 09 (N1 E0 S0 W1)
rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_245_box_vertical.png

dm_246_box_t_down
base mask: 03 (N1 E1 S0 W0)
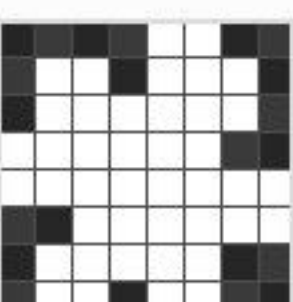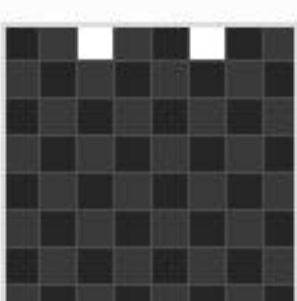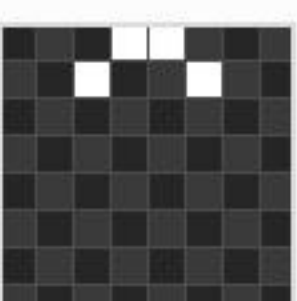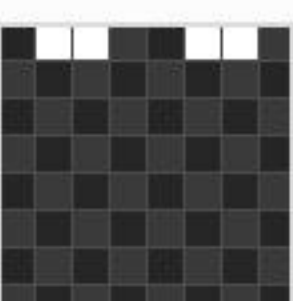rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_246_box_t_down.png

dm_247_box_t_up
base mask: 10 (N0 E1 S0 W1)
rotation masks: [5, 10]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_247_box_t_up.png

dm_248_box_t_right
base mask: 09 (N1 E0 S0 W1)
rotation masks: [3, 6, 9, 12]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_248_box_t_right.png

dm_249_box_t_left
base mask: 15 (N1 E1 S1 W1)
rotation masks: [15]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_249_box_t_left.png

dm_250_box_cross
base mask: 15 (N1 E1 S1 W1)
rotation masks: [15]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_250_box_cross.png

dm_251_shade_light
base mask: 15 (N1 E1 S1 W1)
rotation masks: [15]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_251_shade_light.png

dm_252_shade_medium
base mask: 01 (N1 E0 S0 W0)
rotation masks: [1, 2, 4, 8]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_252_shade_medium.

dm_253_shade_heavy
base mask: 00 (N0 E0 S0 W0)
rotation masks: [0]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_253_shade_heavy.pr

dm_254_block_full
base mask: 01 (N1 E0 S0 W0)
rotation masks: [1, 2, 4, 8]
path:
assets/graphics/pre-packing-files_globbed/dungeon_mode/dm_254_block_full.png

Audit Summary

1. Previous mapping relied on descriptor names; pixel connectivity disagreed for several dm_240-250 tiles.

2. Corrected canonical mapping is now connectivity-derived and uses rotation for completeness.

3. All 16 neighbor masks are covered by exact connectivity matches in the canonical rules.

4. Non-canonical wall tiles remain available via generated per-asset fill rulesets in the catalog.

Canonical mappings:

mask 00 N0 E0 S0 W0 -> dm_253_shade_heavy rot=0 (detected=00)

mask 01 N1 E0 S0 W0 -> dm_254_block_full rot=0 (detected=01)

mask 02 N0 E1 S0 W0 -> dm_254_block_full rot=90 (detected=02)

mask 03 N1 E1 S0 W0 -> dm_243_box_corner_br rot=0 (detected=03)

mask 04 N0 E0 S1 W0 -> dm_254_block_full rot=180 (detected=04)

mask 05 N1 E0 S1 W0 -> dm_242_box_corner_bl rot=90 (detected=05)

mask 06 N0 E1 S1 W0 -> dm_243_box_corner_br rot=90 (detected=06)

mask 07 N1 E1 S1 W0 -> dm_244_box_horizontal rot=90 (detected=07)

mask 08 N0 E0 S0 W1 -> dm_254_block_full rot=270 (detected=08)

mask 09 N1 E0 S0 W1 -> dm_243_box_corner_br rot=270 (detected=09)

mask 10 N0 E1 S0 W1 -> dm_242_box_corner_bl rot=0 (detected=10)

mask 11 N1 E1 S0 W1 -> dm_244_box_horizontal rot=0 (detected=11)

mask 12 N0 E0 S1 W1 -> dm_243_box_corner_br rot=180 (detected=12)

mask 13 N1 E0 S1 W1 -> dm_244_box_horizontal rot=270 (detected=13)

mask 14 N0 E1 S1 W1 -> dm_244_box_horizontal rot=180 (detected=14)

mask 15 N1 E1 S1 W1 -> dm_250_box_cross rot=0 (detected=15)

Dungeon mode wall assets in manifest: 21 (listed across contact pages).

Rendering note: all previews now show an 8x8 grid, and contact pages wrap paths to prevent overlap.