

The SMBX64 World map

Introduction

Standard parameters:

Max world map size: 10000x10000 tiles
Size of one tile: 32x32 pixel

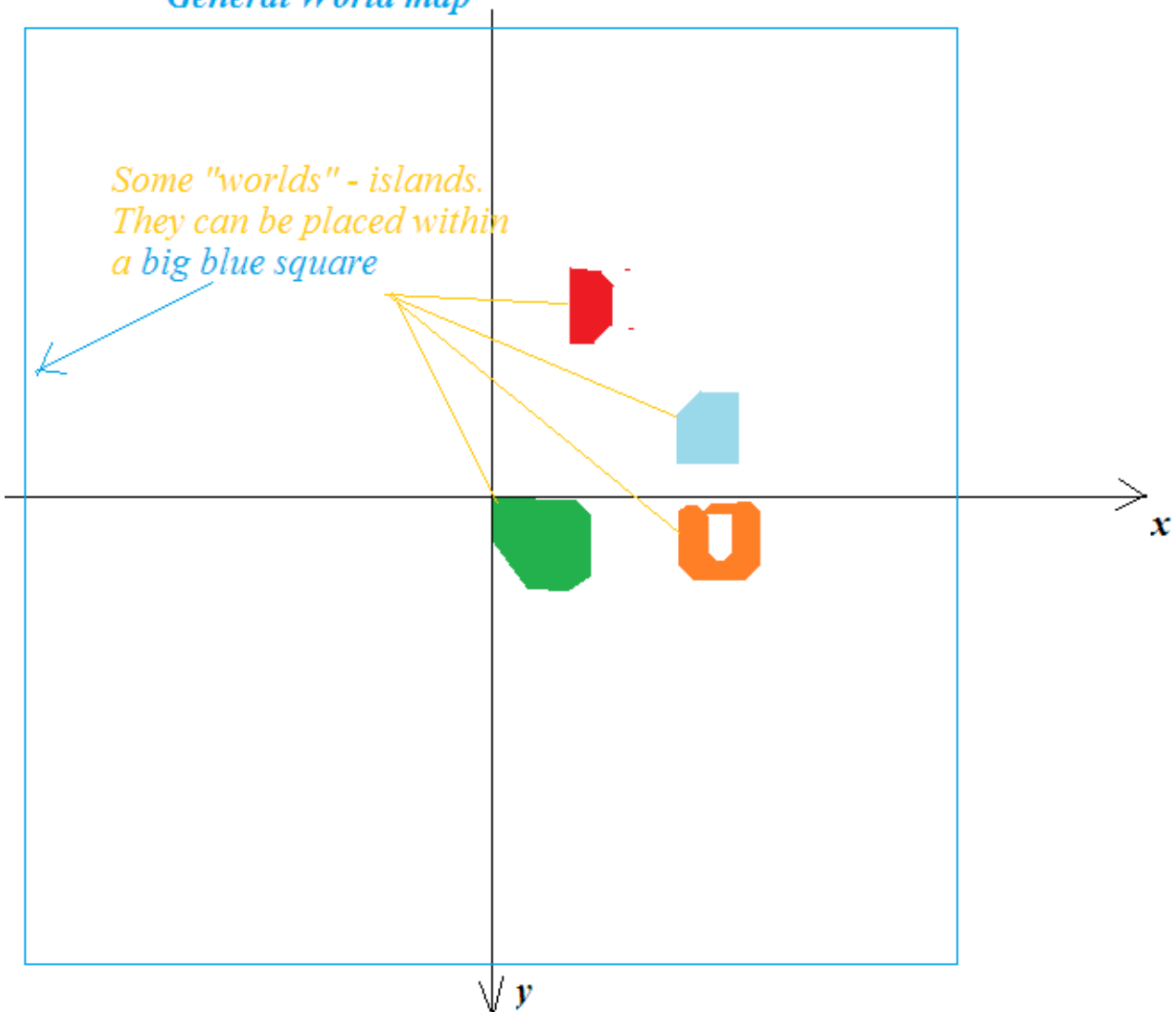
Limits:

Tiles: 20000
Paths: 2000
Music-Boxes: 1000
Scenery: 5000
Levels: 400

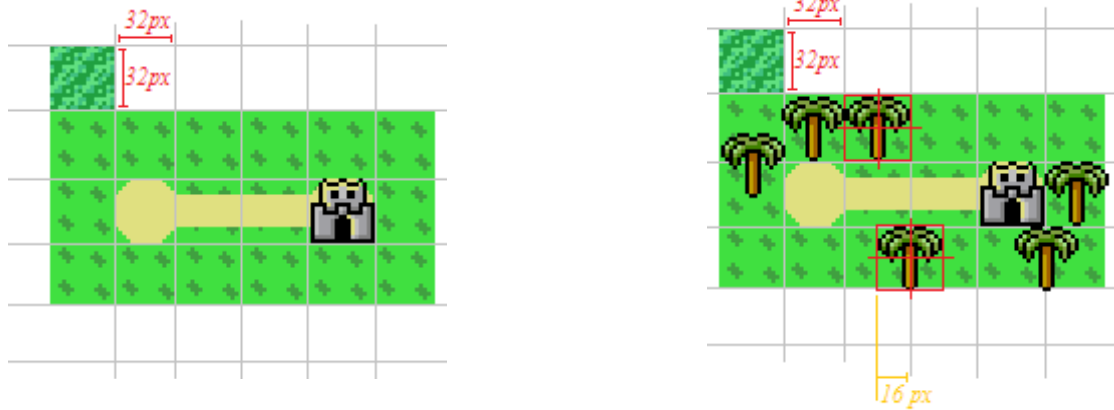
Architecture of the world map

Like levels, the world map is in uniform space. And there is a sea, in which each “world” is an island. But unlike levels, the world map does not separate into sections.

General World map



All world maps are divided into a grid from cells on 32 pixels. All objects are strictly bound to a grid. The only exception are objects of the scenery which are restricted to a grid in 16 pixels.



For setting and changing music, you need a "Points of Change Music". If the player's character gets up, or passes by this point, music which corresponds to this point will be set.

A detailed demonstration of the "points of change music" in action, is available on youtube in this video:

<http://www.youtube.com/watch?v=GTdgaHQshTs>