

World Map Tile Properties

Offsets

World of Balance	
SNES Offset	\$EE9B14
Chunk size	\$02
Number of chunks	\$0100
Total size	\$0200
World of Ruin	
SNES Offset	\$EE9D14
Chunk size	\$02
Number of chunks	\$0100
Total size	\$0200

Data

Sample: Grass from WoB (0x0044)

```
0000000001000100
|||||+ 0: 0--Chocobo can travel on tile, 1--Chocobo cannot
travel on tile
|||||+-- 1: 0--Airship can land, 1--Airship cannot land
|||||+--- 2 \ Size of shadow cast by airship
|||||+---- 3 / 00-smallest, 01-small, 10-large, 11-largest
|||||+----- 4: 0--Can walk on/off tile, 1--Cannot walk on/off tile
|||||+----- 5: 0--Character is opaque, 1--Bottom of character is
transparent
|||||+----- 6: 0--Deactivate enemy encounters, 1--Activate enemy
encounters
|||||+----- 7:
|||||+----- 8 \
|||||+----- 9 } Battle Background Image
|||||+----- 10 /
|||+----- 11:
||+----- 12:
|+----- 13:
|+----- 14:
+----- 15:
```

