

Location Tile Sets

Overview

Location Tile Sets have indexes for Layer 1 and Layer 2 tile sets and will be loaded in pairs, one for each layer 1 and 2.

Location Tile Sets are associated with (they use) 4 GFX sets, a Solidity set and a Palette set,

Some Location Tile Sets will optionally use Animation for Layer 2 and Layer 3 GFX (with animation).

Description	Value
SNES offset	\$DE0000
Chunk size	compressed
Size (decompressed)	\$800
Number of chunks	\$4B
Total size	\$1B400

Tile Sets Data

Each tile set is \$800 and has a maximum of \$100 tile (16×16). Each tile is composed of 4 8×8 subtiles, top-left (1), top-right (2), bottom-left (3) and bottom-right (4). Bytes \$400 to \$7FF are one byte of data per subtile, starting from all top-left subtiles (\$400-\$4FF) and following same order as described above. As an example consider tile \$F3 of the tile set:

subtile	tile set offset
top-left	\$4F3
top-right	\$5F3
bottom-left	\$6F3
bottom-right	\$7F3

This data byte has the following format:

bit 0	?
bit 1	?
bits 2-4	Palette ID (0 to 7)
bit 5	Priority one
bit 6	Mirrored
bit 7	Inverted

Tile Sets

L1	L2	Tileset	GFX1	GFX2	GFX3	GFX4		PROP	PAL		7-bit	Hex
-----	-----	-----	-----	-----	-----	-----		-----	-----		-----	-----
---	+	-----	-----	-----	-----	-----		-----	-----		-----	-----

00 00 Desert and Figaro Castle	00	01	02	03		01	00	
808060800000								
00 2A Castle in Moonlight (Opera)	00	01	35	40		21	00	
80400D080054								
01 02 Houses and Trees Outdoors	04	05	34	07		0B	26*	
8402ED800404								
03 04 Doma / Ancient Castle Outdoors*	00	33	09	01		02	02	
805922000C08								
05 06 Town Outdoors	0A	0B	07	08		04	03*	
8AC50101140C								
07 08 Docks*	0C	0D	08	13		11	04	
8C0662021D10								
09 -- Cave	0E	31	--	--		06	05	
09 26 Cave w/ Primal Habitants (moogles)	0E	31	--	--		06	15	
8E98C351244C / 8E98C301244C (underneath narshe)								
09 2E Cave w/ River	0E	31	--	--		06	05	
09 40 Cave w/ Lava	0E	31	--	--		06	20	
8E98C3B12480								
0A 0B Castle Indoors	0F	10	11	12		05	06	
0F4844022816								
0C -- Lete River / Veldt Waterfall	14	05	--	--		1C	07	
9442A1103018								
0D 0E Imperial Camp	15	16	11	00		14	08	
154B0400341C								
0F -- Cave w/ light shining	17	18	00	11		10	09	
170C20023C1E								
10 11 Town Indoors	19	11	1B	1A		07	0A*	
99C846034022								
12 25 Mountain Cliff	1C	1D	2F	32		0C	17	
12 2A Mountain Cliff w/ Waterfall	1C	1D	35	40		0C	17	
9C4E0DF84854 (baren)								
12 2C Mountain Entrance	1C	1D	35	32		0C	17	
9CCE4B06484A / 9CCE4BB6484A (mt. zozo)								
13 14 Narshe Outdoors	0A	1E	1F	20		08	0C	
0ACF07344C28								
35 14 Narshe Outdoors Intro	0A	1E	1F	20		12	0C	
0ACF0734D428								
15 16 Damaged Town Outdoors	0A	0B	21	08		1E	03*	
8A450801542C								
17 31 Snow Cliff	22	00	1F	20		19	0D	
22C007045C62								
18 2D Train Docking Station	26	27	28	4A		0D	0E	
A6134A29605A								
19 1A Phantom Train Interior	2A	11	1B	00		13	0F	
AAC806006434								
1B 1C Zozo	2B	2C	06	07		0E	2A	
2B96E1A06C38								
1B 1C Fanatic Tower		2B	2C	06	07		0E	
2A 2B96E1B06C38								
1D 1E Vector Outdoors*	2D	0B	39	08		1B	11	

Opera.

	WoB	WoR
Town, Outdoors:	03	29
Village, Outdoors:	26	16

Town Indoors: 0A

Opera House, theater: 0B 27

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