

Map Tile Properties

Offsets

The map tile properties will be [compressed](#) at:

Description	Value
SNES offset	\$D9A800
Chunk size	variable
Number of chunks	\$2A
Total size	\$2510

Data

```
$7E7600-$7E76FF tile properties byte 1
    special values: $F7 = always impassable, $07 = counter tile,
can be talked over
    lrdbtslu
    l: Tile uses up/left movement (stairs)
    r: Tile uses up/right movement (stairs)
    d: Door Tile
    b: Bottom sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.4")
    t: Top sprite shown above priority 1 bg (not active for
bridge tiles, ZoneDoctor: "0.3")
    s: Bridge tile (ZoneDoctor: "solid tile, cannot be walked
on")

    l: Passable on lower z-level (ZoneDoctor: "Solid to tier 2")
    u: Passable on upper z-level (ZoneDoctor: "Solid to tier 1")
    note: if l & u are both set, this tile can be a transition
between upper and lower z-level

$7E7700-$7E77FF tile properties byte 2
    nu--btrl
    n: NPC can randomly move here (ZoneDoctor: "Passable
quadrants")

    u: Always Face Up (ladder)
    -: (ZoneDoctor: "1.5")
    -: (ZoneDoctor: "1.4")
    b: Passable through bottom
    t: Passable through top
    r: Passable through right
    l: Passable through left
```

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