Drawing Floors

TBD

Building Map

Defined by BUILDING_MAP_TABLE at $1DA6
The first 8 data elements are for 8 buildings. The last four are repeats of the 1st. Their element structure is:

Offset	Description
0, 1	Pointer to the beginning of the building map
2	Color of building map
3	$00

The building data is converted to a character value in the SHOW_BLDG_MAP_TILE routine found at $1D64 using this equation:

Character value = ((BuildingMapData * 2) & 0x06) - 8

Therefore 00 = -8 ($F8), 01 = -6 ($FA), 02 = -4 ($FC), and 03 = -2 ($FE) (see the tables below).

Building 1 & 5
Color of building map is $14. This is the 2nd character set with palette color 4. Pointer to beginning of the building map is $1DC6 (note 1st value is at the bottom and the last is the top):

```
.db    $00, $00, $03, $00, $00, $02, $00, $00
.db    $00, $03, $00, $00, $00, $03, $00, $00
.db    $00, $02, $02, $00, $00, $03, $00, $00
.db    $00
```

Building 2 & 6
Color of building map is $1C. This is the 2nd character set with palette color C. Pointer to beginning of the building map is $1DDF (note 1st value is at the bottom and the last is the top):

```
.db    $00, $01, $02, $02, $02, $02, $01, $00
.db    $03, $03, $03, $03, $01, $01, $01, $01
.db    $03, $03, $01, $01, $01, $01, $01, $01
.db    $01
```

Building 3 & 7
Color of building map is $14. This is the 2nd character set with palette color 4. Pointer to beginning of the building map is $1DF8 (note 1st value is at the bottom and the last is the top):

```
.db    $00, $00, $00, $03, $03, $03, $00, $03
.db    $00, $00, $03, $01, $01, $01, $01, $01
```

.db $01, $02, $02, $02, $02, $02, $02, $02
.db $02

Building 4 & 8
Color of building map is $1C. This is the 2nd character set with palette color C. Pointer to beginning of the building map is $1E11 (note 1st value is at the bottom and the last is the top):
.db $00, $03, $00, $03, $03, $03, $03, $00
.db $00, $02, $02, $00, $00, $00, $01, $01
.db $02, $01, $03, $03, $03, $03, $03, $03
.db $03

The building maps are shown below:

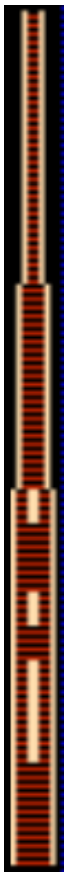
Building 1 & 5	
Table Value	Character #
00	F8
00	F8
00	F8
03	FE
00	F8
00	F8
02	FC
02	FC
00	F8
00	F8
00	F8
03	FE
00	F8
00	F8
00	F8
03	FE
00	F8
00	F8
00	F8
02	FC
00	F8
00	F8
03	FE
00	F8
00	F8

Crazy Climber Buildings

Building 2 & 6	
Table Value	Character #
01	FA
01	FA
01	FA
01	FA
01	FA
01	FA
01	FA
03	FE
03	FE
01	FA
01	FA
01	FA
01	FA
03	FE
03	FE
03	FE
03	FE
00	F8
01	FA
02	FC
02	FC
02	FC
02	FC
01	FA
00	F8

Crazy Climber Buildings

Building 3 & 7	
Table Value	Character #
02	FC
02	FC
02	FC
02	FC
02	FC
02	FC
02	FC
02	FC
01	FA
01	FA
01	FA
01	FA
01	FA
01	FA
03	FE
00	F8
00	F8
03	FE
00	F8
03	FE
03	FE
03	FE
00	F8
00	F8
00	F8



Crazy Climber Buildings

Building 4 & 8	
Table Value	Character #
03	FE
03	FE
03	FE
03	FE
03	FE
03	FE
03	FE
01	FA
02	FC
01	FA
01	FA
00	F8
00	F8
00	F8
02	FC
02	FC
00	F8
00	F8
03	FE
03	FE
03	FE
03	FE
00	F8
03	FE
00	F8