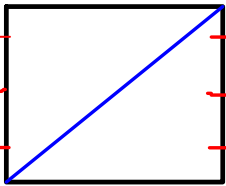
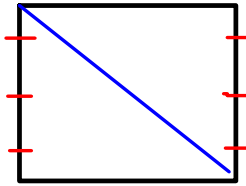


# Slope specs

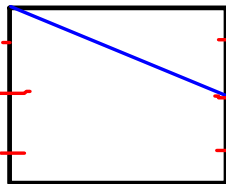
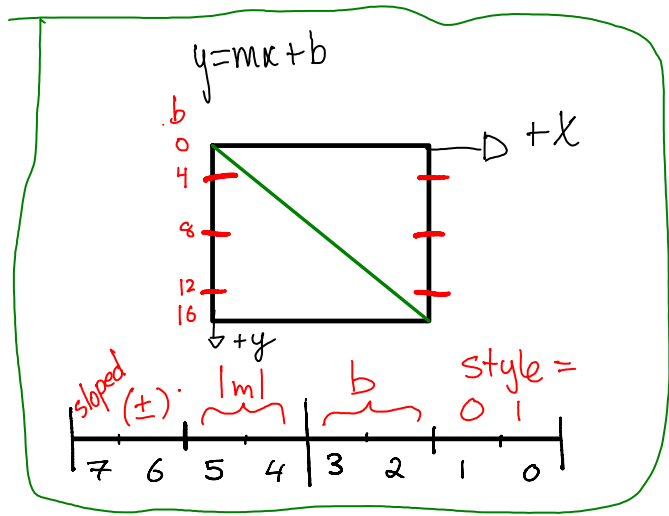
1/4  
1/2  
3/4



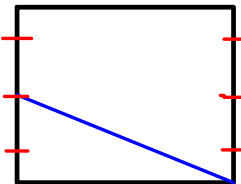
1100 1101  
\$CD



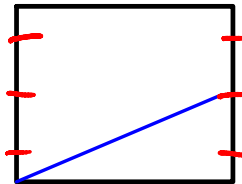
1000 0001  
\$B1



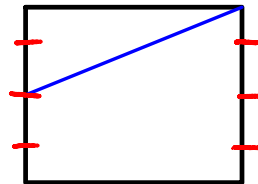
1001 0001  
\$9 1



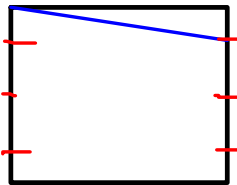
1001 1001  
\$99



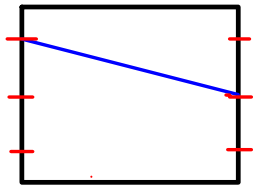
1101 1101  
\$DD



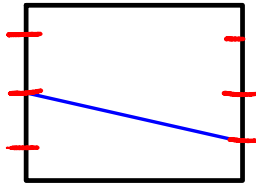
1101 0101  
\$D5



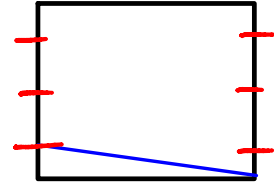
1010 0001  
\$A 1



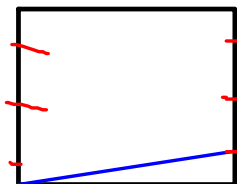
1010 0101  
\$A5



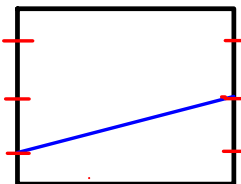
1010 1001  
\$A9



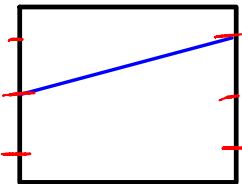
1010 1101  
\$AD



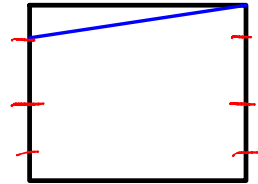
1110 1101  
\$E D



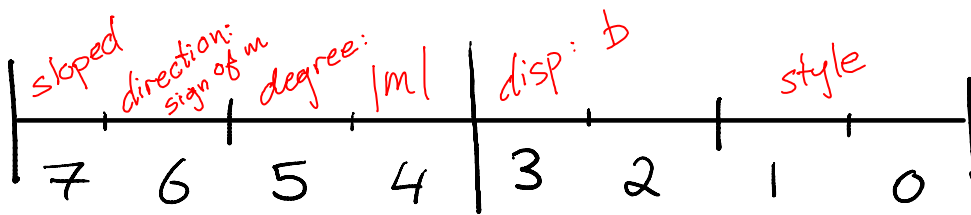
1110 1001  
\$E 9



1110 0101  
\$E 5



1110 0001  
\$E 1



7: 1 = sloped  
0 = not sloped

6: 1: m is negative  
0: m is positive

4,5: value of m:  
 $m = 2^{(-val)}$

| val | m   |
|-----|-----|
| 0 0 | 1   |
| 0 1 | 1/2 |
| 1 0 | 1/4 |
| 1 1 | 1/8 |

$|m|$  is unitless  
note:  $m = \#$  of SAR operations

2-3: disp of slope  
from top of tile  
(b)  
in pixels \* 4

if  $m < 0$   
then  $b = val + 4$

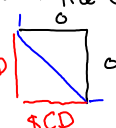
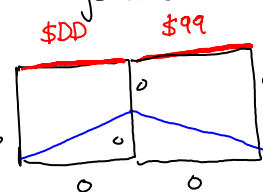
| bit 6<br>sign of m | val                      | b                  |
|--------------------|--------------------------|--------------------|
| 0<br>(+)           | 0 0<br>0 1<br>1 0<br>1 1 | 0<br>4<br>8<br>12  |
| 1<br>(-)           | 0 0<br>0 1<br>1 0<br>1 1 | 4<br>8<br>12<br>16 |

note: ANDing byte with 0Ch gives the actual value of b

0-1: style

| val | style       |
|-----|-------------|
| 00  | no blocking |
| 01  | blocking    |
| 10  | slippery    |
| 11  | ice         |

style could potentially be applied  
to left, bottom, right blocking faces to give  
them unique attributes

- Normal tiles are still 0/1 on bottom, left, right, AND 0-3 on Top edge
- A sloped bottom tile should have the same slope value on the bottom edge and the opposing face: ie 
- A sloped top tile should have a slope only on the top face eg: 
- Slopes can be jump-from-beneath.