

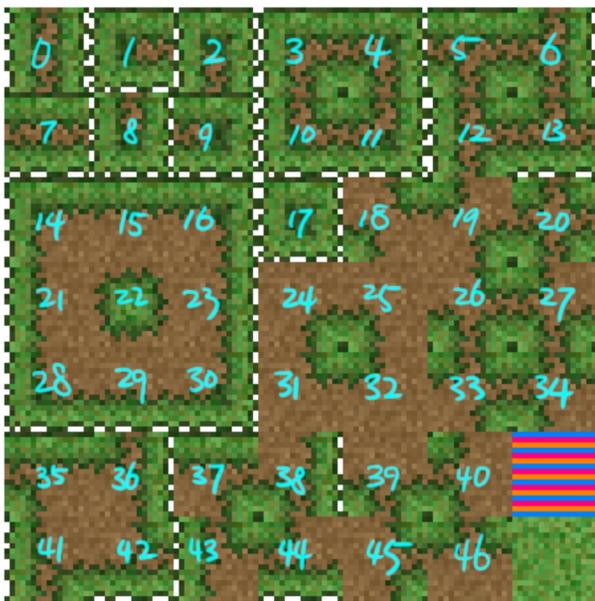
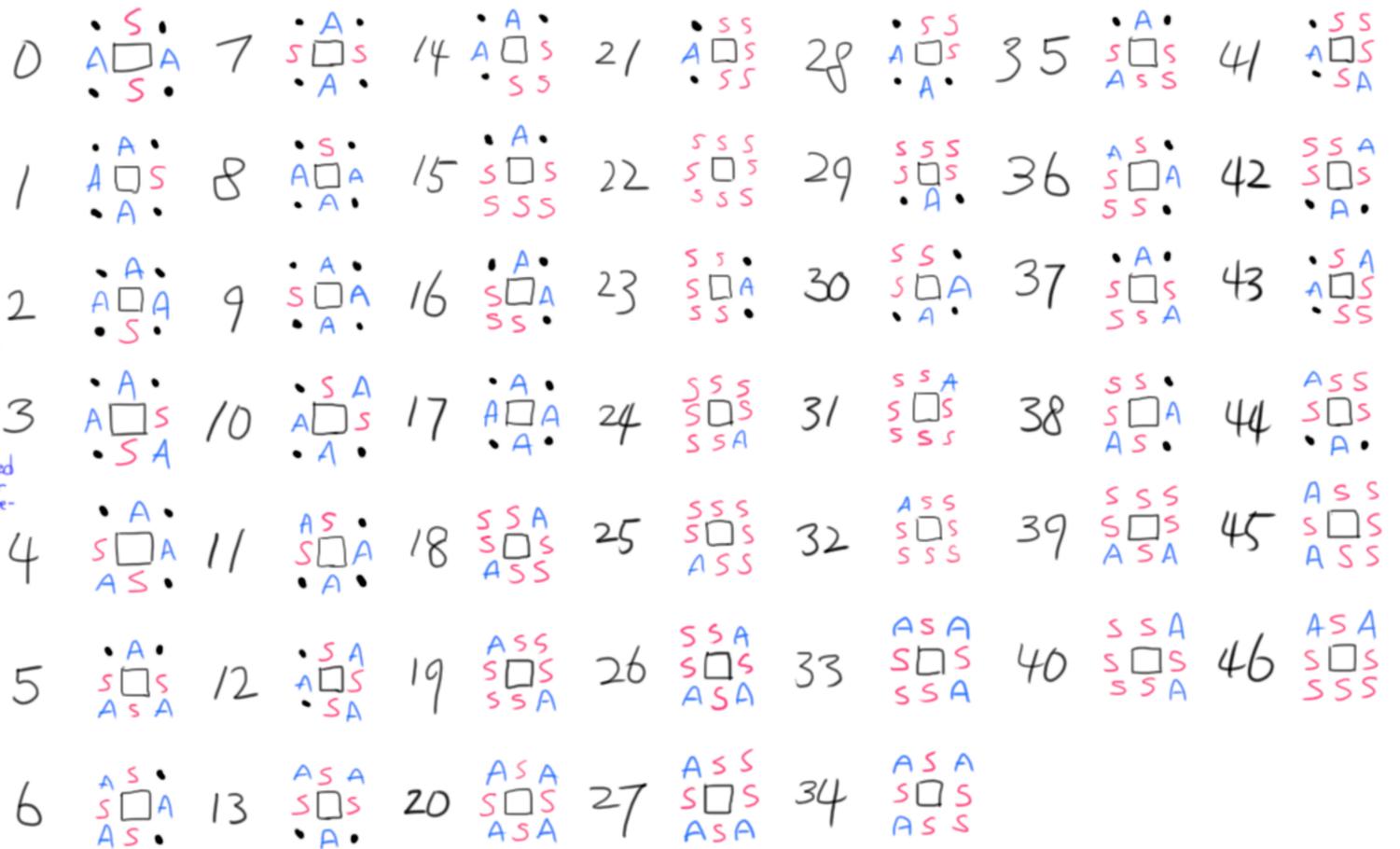
Dynamic Shape 2.0

BRNHTX
2019-02-26

Bits: 32 64 128
16 8 4 2

A: Air (0)
S: Block (1)
·: Don't care (0 and 1)

Connect when...



RENDER TAGS
0
15
Untreated tile for future reference

- Render Tags
- 0: Connection type
 - 1: Mask type
 - 0 - Connect Mutual
 - 1 - Connect Self
 - 2 - Wall Sticker
 - 3 - Wall Sticker Connect Self
 - 0 - Don't use (no variation)
 - 1 - 16 tiles (former one)
 - 2 - 47 tiles (this doc)
 - 3 - Torch-behaviour
 - 4 - Platform-behaviour

NOTE:
Dimension of the image also determines the tag:
16x16 for (1,0), 64x16 for (2,3), 128x16 for (3,4).

```
val lut =
(17,1,17,1,2,3,2,14,17,1,17,1,2,3,2,14,9,7,9,7,4,5,4,35,9,7,9,7,16,37,16,15,17,1,17,1,2,3,2,14,17,1,17,1,2,3,2,14,9,7,9,7,4,5,4,35,9,7,9,7,16,37,16,15,8,10,8,10,0,12,0,43,8,10,8,10,0,12,0,43,11,13,11,13,6,20,6,34,11,13,11,13,36,33,36,46,8,10,8,10,0,12,0,43,8,10,8,10,0,12,0,43,30,42,30,42,38,26,38,18,30,42,30,42,23,40,23,31,17,1,17,1,2,3,2,14,17,1,17,1,2,3,2,14,9,7,9,7,4,5,4,35,9,7,9,7,16,37,16,15,17,1,17,1,2,3,2,14,17,1,17,1,2,3,2,14,9,7,9,7,4,5,4,35,9,7,9,7,16,37,16,15,8,28,8,28,0,41,0,21,8,28,8,28,0,41,0,21,11,44,11,44,6,27,6,45,11,44,11,44,36,19,36,32,8,28,8,28,0,41,0,21,8,28,8,28,0,41,0,21,30,29,30,29,38,39,38,25,30,29,30,29,23,24,23,22)
```

Implementation

