

Tiles for TileEditor 1.1.0 MultiColor, LowRes Graphic lived.ch, 17.03.2024

Tile 01 - Ball

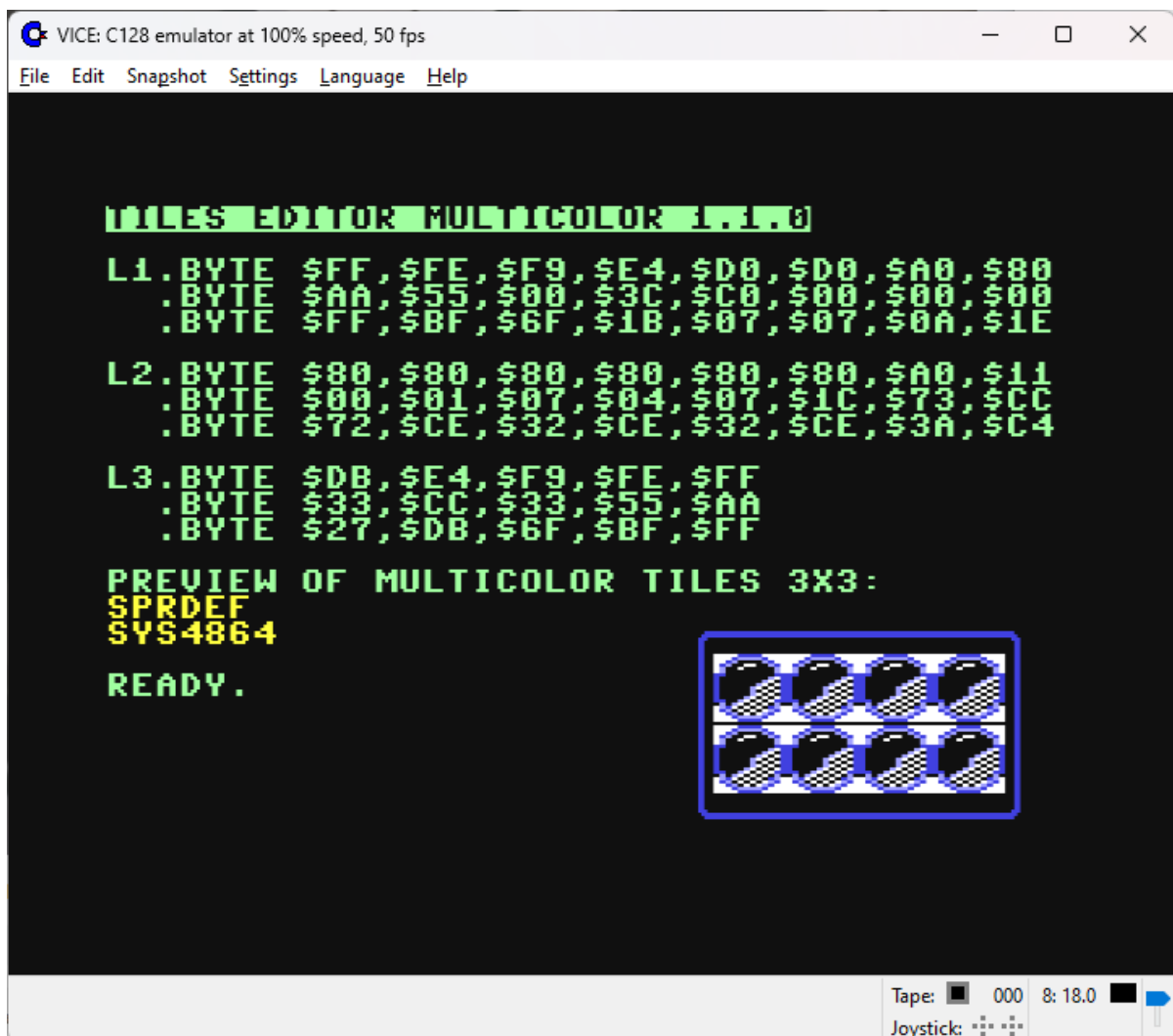
SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #0e {light blue, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #06 {blue, register \$85 color}

Key {4}M2C : #01 {white, register \$84 or 1st half of the byte in ColorRam, \$1C00}



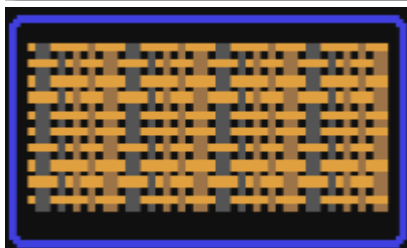
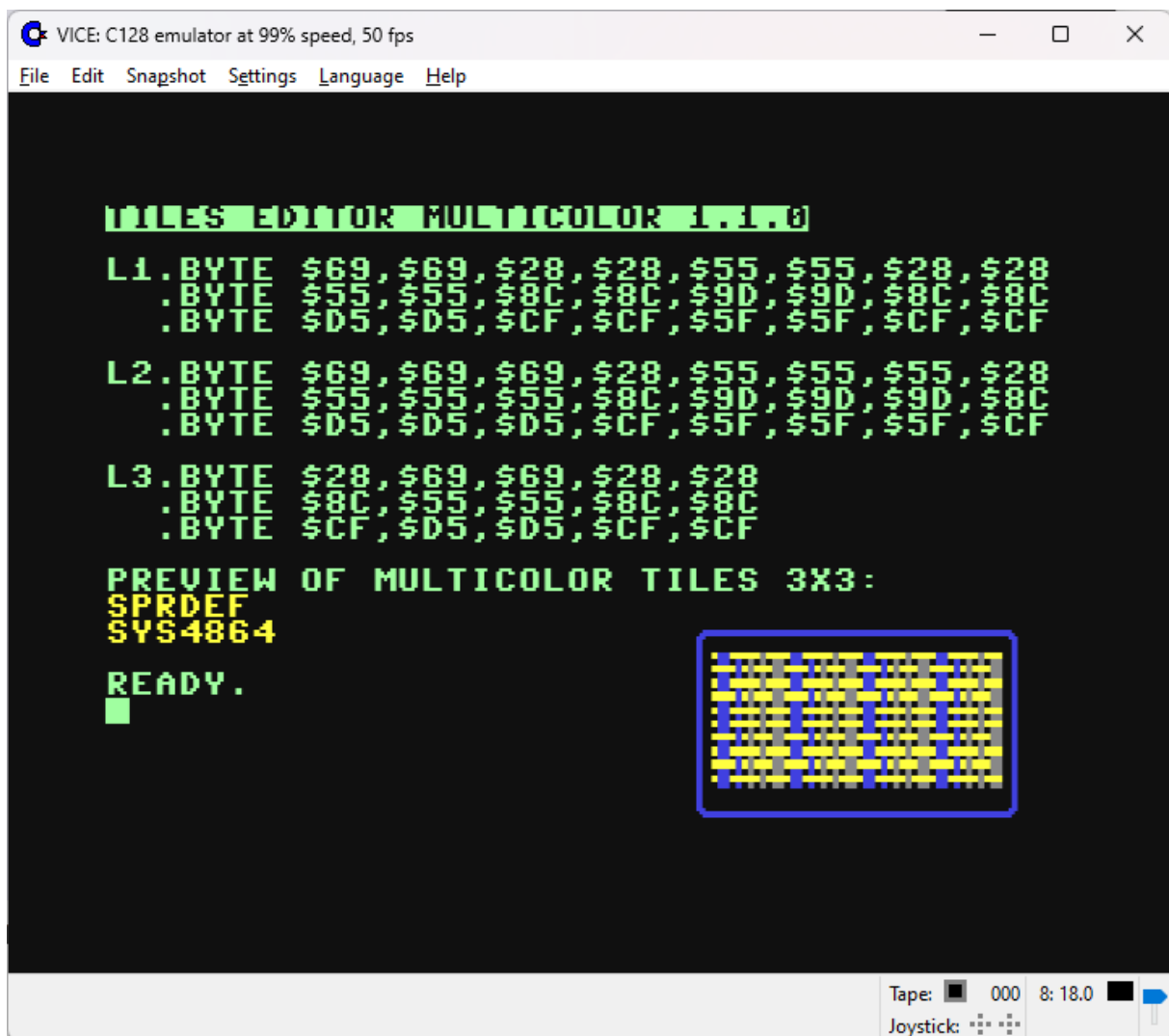
Tile 02 - Fence

SPRDEF Key Number Colors: {version 1}

- Key {1}SC : #00 {black, \$d021, transparent}
- Key {2}M1C : #07 {yellow, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}
- Key {3}DC : #06 {blue, register \$85 color}
- Key {4}M2C : #0b {dark grey, register \$84 or 1st half of the byte in ColorRam, \$1C00}

SPRDEF Key Number Colors: {version 2}

- Key {1}SC : #00 {black, \$d021, transparent}
- Key {2}M1C : #08 {orange, register \$86 or second half of the byte in ColorRAM, \$1C00}
- Key {3}DC : #0b {dark grey, register \$85 color}
- Key {4}M2C : #01 {brown, register \$84 or first half of the byte in ColorRam, \$1C00}



{version 2}

Tile 03 - Gem

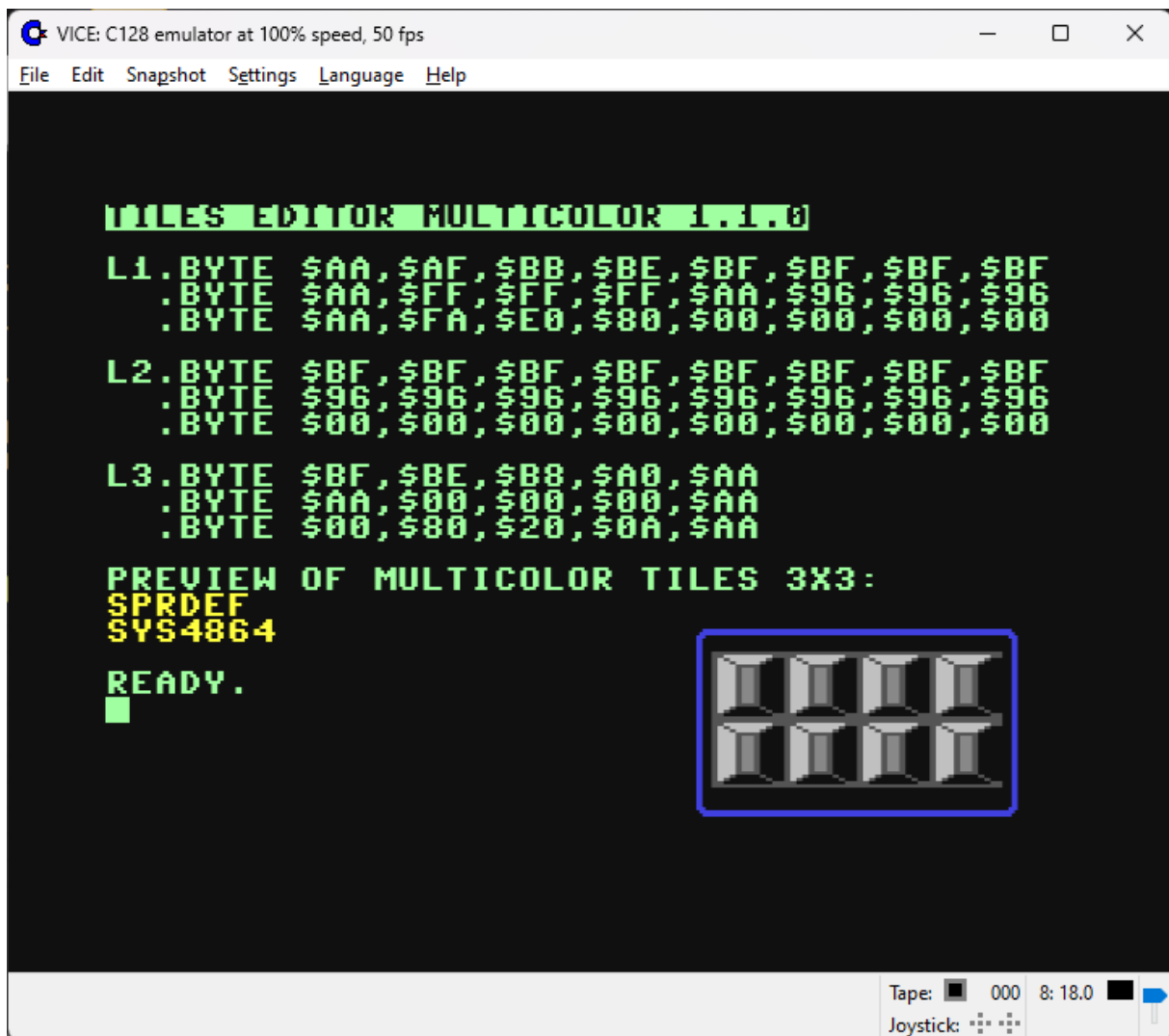
SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #0c {middle grey, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #0b {dark grey, register \$85 color}

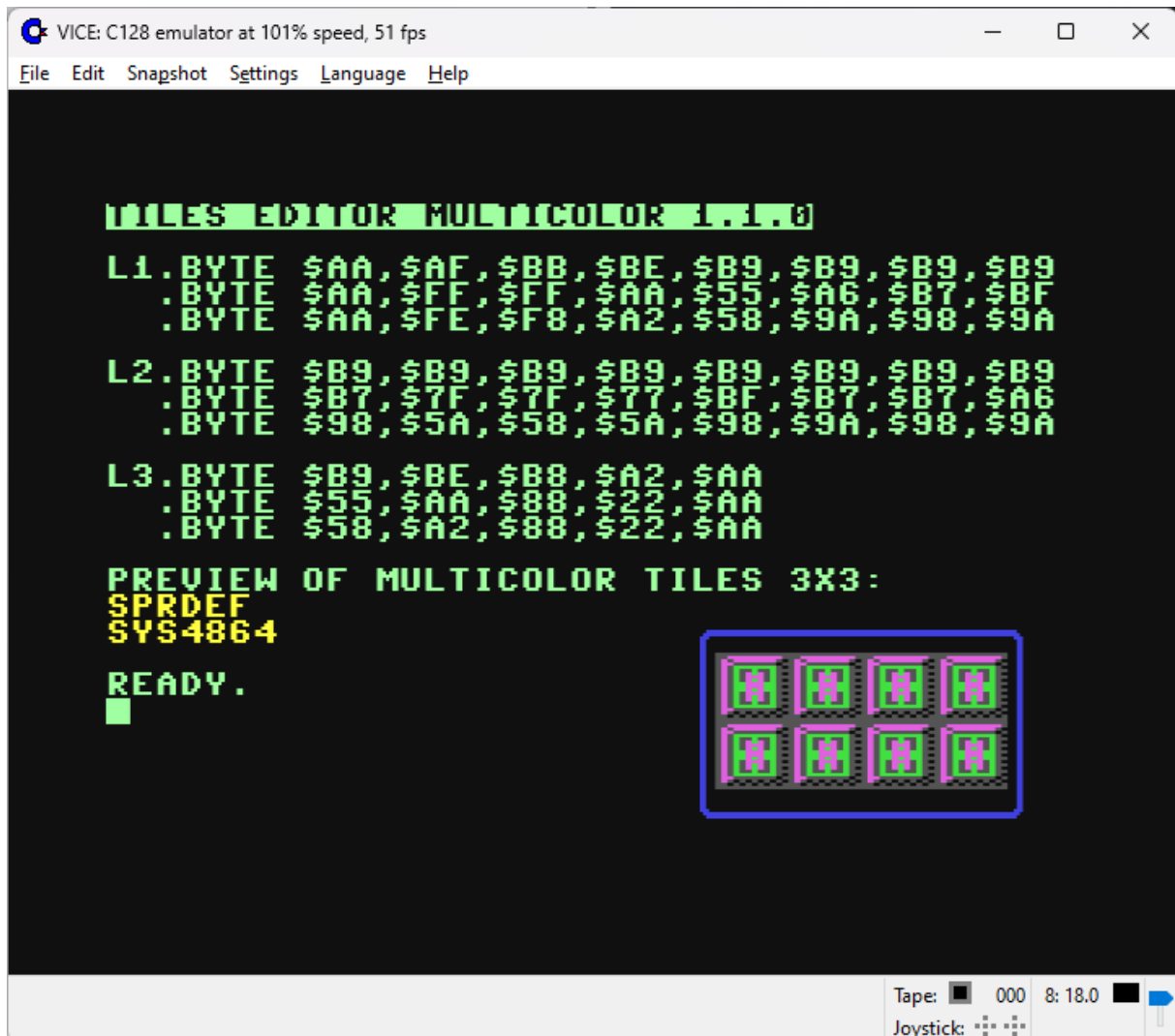
Key {4}M2C : #0f {light grey, register \$84 or 1st half of the byte in ColorRam, \$1C00}



Tile 05 – Gem Flat 1

SPRDEF Key Number Colors: {version 1}

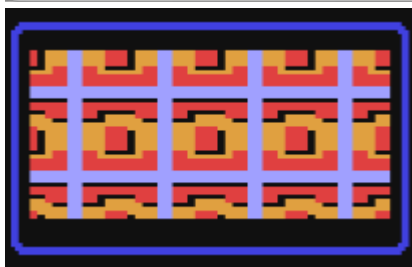
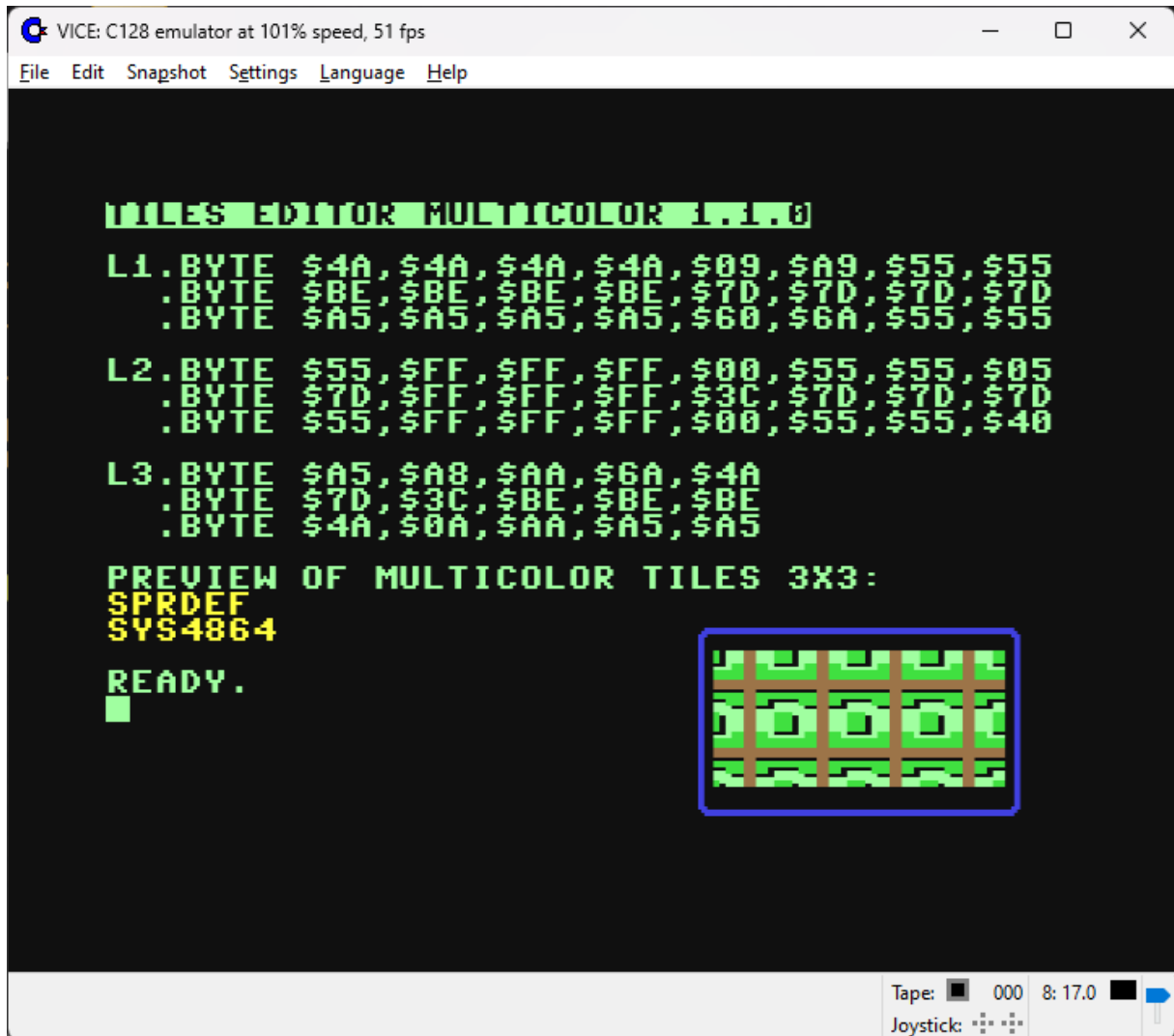
- Key {1}SC : #00 {black, \$d021, transparent}
- Key {2}M1C : #05 {green, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}
- Key {3}DC : #0b {dark grey, register \$85 color}
- Key {4}M2C : #04 {purple, register \$84 or 1st half of the byte in ColorRam, \$1C00}



Tile 06 - Square

SPRDEF Key Number Colors: {version 1}

- Key {1}SC : #00 {black, \$d021, transparent}
- Key {2}M1C : #05 {green, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}
- Key {3}DC : #0d {light green, register \$85 color}
- Key {4}M2C : #08 {brown, register \$84 or 1st half of the byte in ColorRam, \$1C00}



{version 2}

Tile 07 - RED

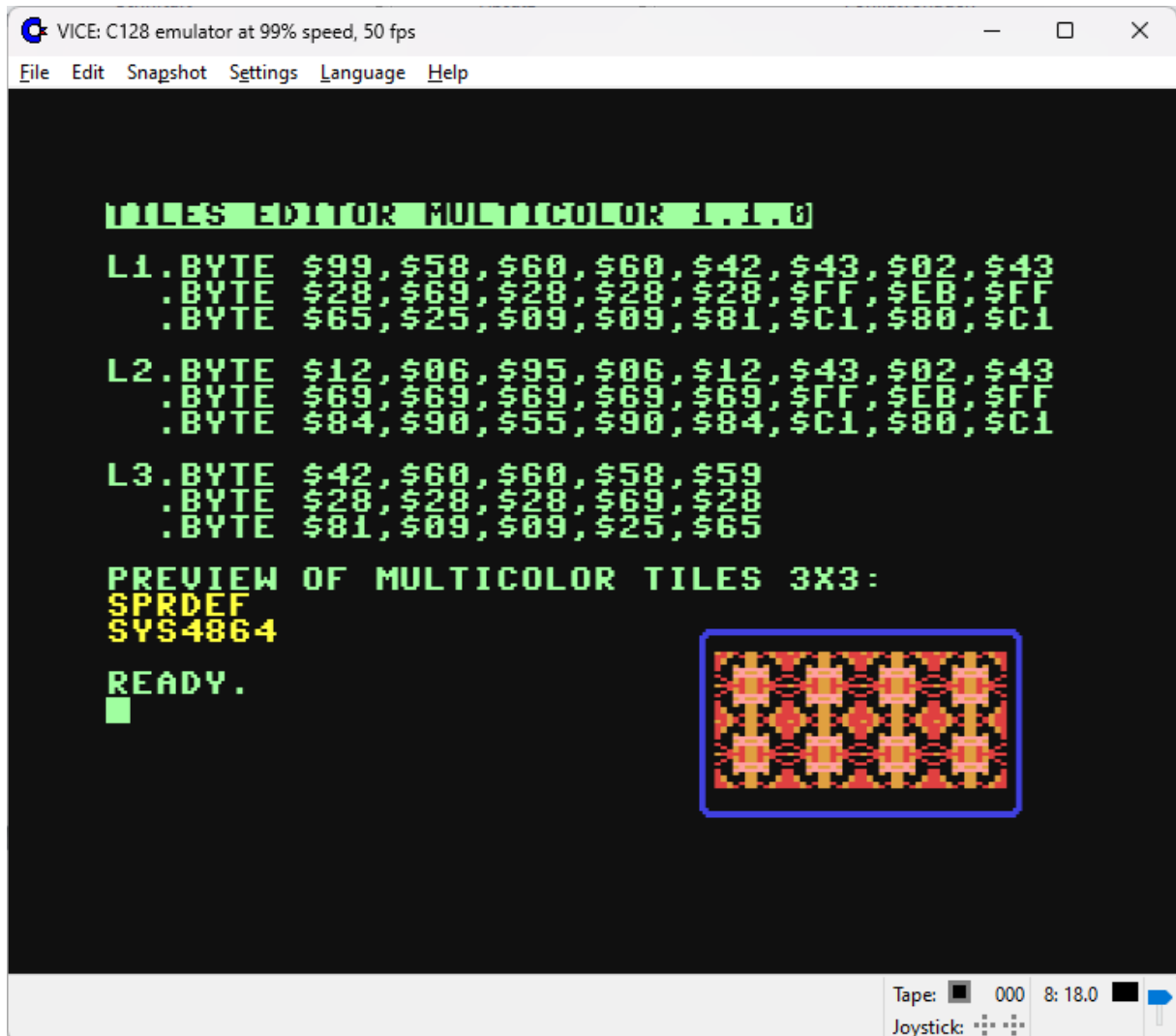
SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #02 {red, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #08 {orange, register \$85 color}

Key {4}M2C : #0a {light red, register \$84 or 1st half of the byte in ColorRam, \$1C00}



Tile 08 - Lines

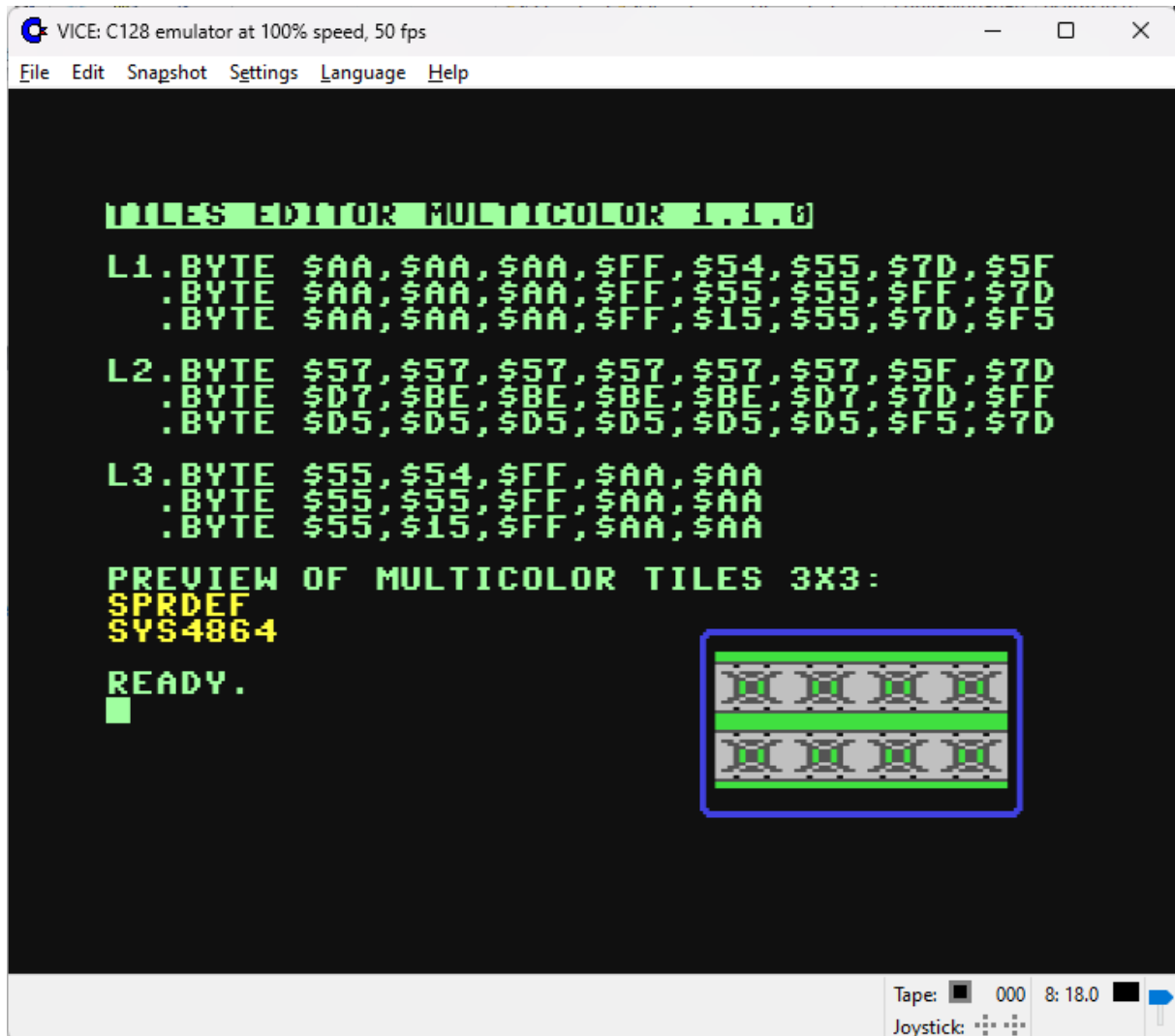
SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #0f {light grey, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #05 {green, register \$85 color}

Key {4}M2C : #0b {dark grey, register \$84 or 1st half of the byte in ColorRam, \$1C00}



Tile 09 - Movie

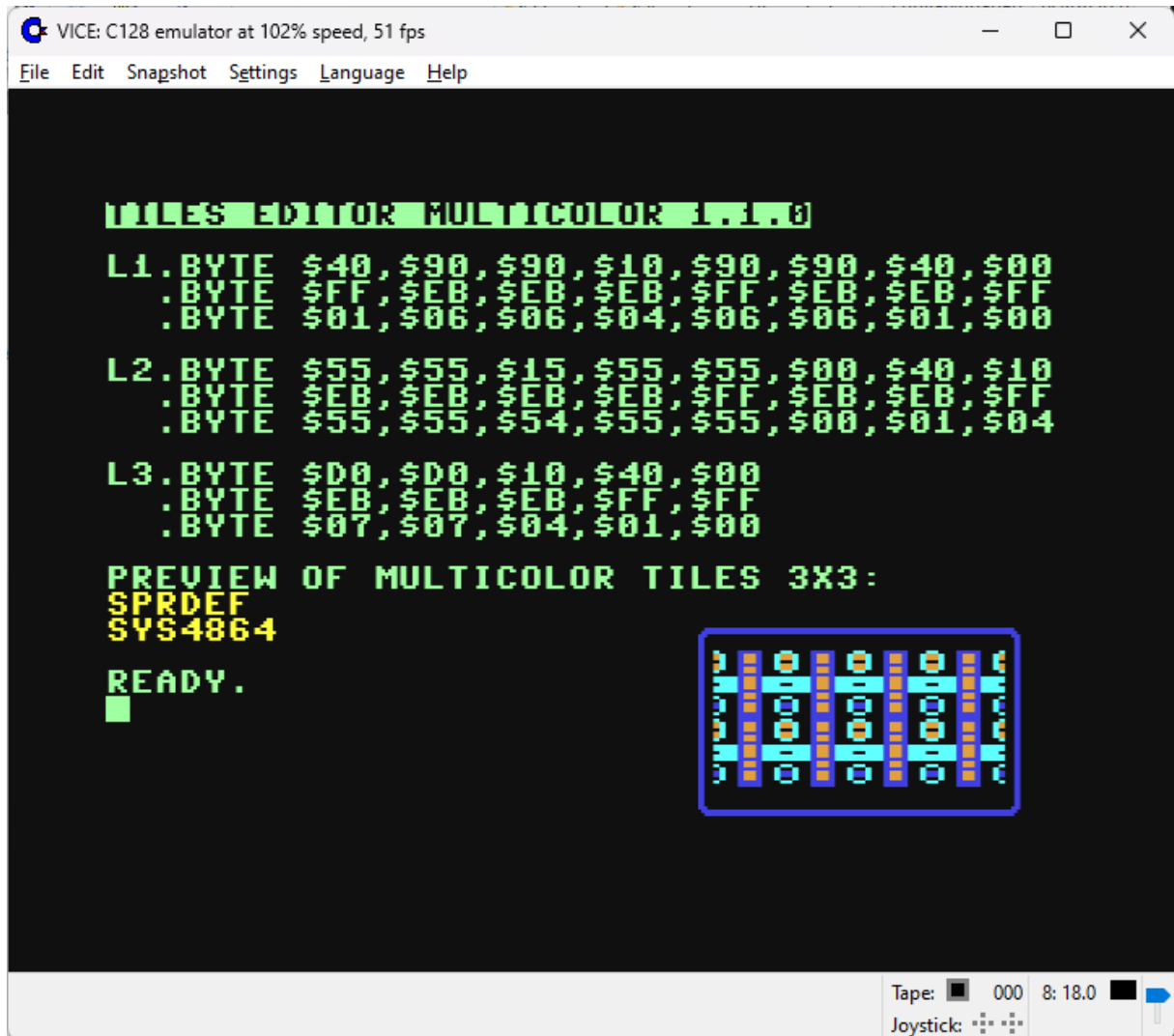
SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #03 {cyan, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #08 {orange, register \$85 color}

Key {4}M2C : #06 {blue, register \$84 or 1st half of the byte in ColorRam, \$1C00}



Tile 10 - XWing

SPRDEF Key Number Colors: {version 1}

Key {1}SC : #00 {black, \$d021, transparent}

Key {2}M1C : #07 {yellow, register \$86 or 2nd half of the byte in ColorRAM, \$1C00}

Key {3}DC : #06 {blue, register \$85 color}

Key {4}M2C : #0e {light blue, register \$84 or 1st half of the byte in ColorRam, \$1C00}

