

WITP:AE Graphic Map Format By Ryan Crierie

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WITP:AE's map is divided across several files, in both graphical (.bmp) format and in data format (.dat).

This multi-layer approach allows for superior graphical chrome (coastlines that approximate reality pretty closely in game), while keeping the hex data file within manageable limits (it's already at 47,000~ hexes).

However, it means that the in-game map file is 9703 x 7767 pixels!

To allow this enormous true color map image to be loaded/edited onto computers that were in existence circa late 2002 (WITP was released Summer 2004), the map was chopped up into pieces no larger than 1500 x 1500 pixels and dynamically loaded into the game as the player moved the cursor around.

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Is where the map image files are.

They're divided between two sequences: **WPEHxx.bmp** (with hex map overlaid) and **WPENxx.bmp** (without hexes). Each sequence contains 41 bitmap images, arranged thusly:

	Column 1	Column 2	Column 3	Column 4	Column 5	Column 6	Column 7
Row 1	00.bmp 1500x1500	01.bmp 1500x1500	02.bmp 1500x1500	03.bmp 1500x1500	04.bmp 1500x1500	05.bmp 1500x1500	06.bmp 703x1500
Row 2	07.bmp 1500x1500	08.bmp 1500x1500	09.bmp 1500x1500	10.bmp 1500x1500	11.bmp 1500x1500	12.bmp 1500x1500	13.bmp 703x1500
Row 3	14.bmp 1500x1500	15.bmp 1500x1500	16.bmp 1500x1500	17.bmp 1500x1500	18.bmp 1500x1500	19.bmp 1500x1500	20.bmp 703x1500
Row 4	21.bmp 1500x1500	22.bmp 1500x1500	23.bmp 1500x1500	24.bmp 1500x1500	25.bmp 1500x1500	26.bmp 1500x1500	27.bmp 703x1500
Row 5	28.bmp 1500x1500	29.bmp 1500x1500	30.bmp 1500x1500	31.bmp 1500x1500	32.bmp 1500x1500	33.bmp 1500x1500	34.bmp 703x1500
Row 6	35.bmp 1500x267	36.bmp 1500x267	37.bmp 1500x267	38.bmp 1500x267	39.bmp 1500x267	40.bmp 1500x267	41.bmp 703x267