

Map

Basics

Each map in the (classic) Ultima Online client consists of three files:

- mapX.mul
- staidxX.mul
- staticsX.mul

Where X stands for an index (example: *statics0.mul*).

Known Sizes

The map sizes for **Felucca** and **Trammel** vary between different UO Versions. Before **Mondains Legacy** these maps were **768x512** in size but were enlarged to **896x512** afterwards.

Map	Size	File	Bytes
Felucca (Pre-ML)	768x512	map0.mul	77,070,336
		staidx0.mul	4,718,592
		statics0.mul	
Trammel (Pre-ML)	768x512	map0.mul	77,070,336
		staidx0.mul	4,718,592
		statics0.mul	
		stadif*1.mul	
Felucca (ML)	896x512	map0.mul	89,915,392
		staidx0.mul	5,505,024
		statics0.mul	
Trammel (ML)	896x512	map1.mul	89,915,392
		staidx1.mul	5,505,024
		statics1.mul	
Ilshenar	288x200	map2.mul	11,289,600
		staidx2.mul	691,200
		statics2.mul	
Malas	320x256	map3.mul	16,056,320
		staidx3.mul	983,040
		statics3.mul	
Tokuno	181x181	map4.mul	6,421,156
		staidx4.mul	393,132
		statics4.mul	