The anatomy of a map

First line is width then height of the map, followed by the start direction of the robot and how much memory the player is allowed to use on the map

05 02 00 1024

1 1 1 1 1 1 1 1 1 1 1 available true/false: moveFoward, moveForwardUntil, turnLeft, turnRight, punch, climb, crouch, jump, activate, sub1, sub2

01 01 35 01 22 default default end square default switch

01 40 01 01 34 default teleporter default default start square

01 01 number of switches number of teleporters

01 number of things controlled by switch

04 00 map location of switch

00 00 location of what is controlled by the switch

If there were more switches, they would be listed here before teleporters

01 01 location of teleporter

00 00 destination of teleporter

05 02 00 1024

01 01 35 01 22 default default end square default switch

01 40 01 01 34 default teleporter default default start square

01 01 number of switches number of teleporters

01 number of things controlled by switch

04 00 map location of switch

00 00 location of what is controlled by the switch

If there were more switches, they would be listed here before teleporters

01 01 location of teleporter

00 00 destination of teleporter

So the final map file would be as follows:

05 02 00 1024a

1 1 1 1 1 1 1 1 1 1 1

01 01 35 01 22

01 40 01 01 34

01 01

01

04 00

00 00

01 01

00 00