

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
0																									
1																									
2																									
3																									
4					2										1										
5						-1	-3																		
6													4								-4				
7																									
8																									
9																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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5							-3																		
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9																									

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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5							-3																		
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7																									
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9																									

	POLES
[a,b,c,d]	Data Not Numbers
[1,1,1]	Not in correct format
[1,1,1,1,1]	Not in correct format
[-1,-1,-1,-1]	Invalid Floors, Width, Length
[3,4,10,25]	Invalid Floors, Width, Length
[0,0,5,5]	{-1} - Starting in the floor 0
[1,1,3,7]	{-2} - Starting and Ending in the same floor (Poitless)
[0,2,5,6]	{-3} - Starting in a lower floor and ending in a higher floor
[2,0,6,20]	{-4} - Ending in a wall
[2,1,2,12]	{-5} - Starting in the void, Ending the layer below
[2,1,9,12]	Starting at the flag
	Blank line in the file
[2,0,4,14]	{1} - Pole goes through the void of floor 1.
[2,0,4,4]	{2} - Start at the void of floor 2, Able to access from floor 1.
[2,1,6,12]	{3} - Pole end is at the player starting area.
[2,1,6,12]	{4} - Same pole as the above {3} but goes more down, Discard the smaller overlapping pole.
[1,0,8,24]	{5} - Pole ends at the canteen