

	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 (Pointless)
[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