

Hintergrundbild, Pos & Wegpunkte von Mapk, Start/End 99A
~~Pos~~
 Pos Start, Obj



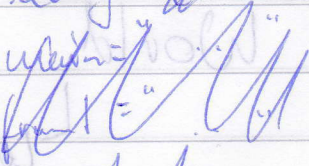
<level name="...">

<bg file="x" /> => x.png

<sky file="x" /> => "x.png"

* Tilesets alle importieren

<levelground data="..." />



<start x="..." y="..." />

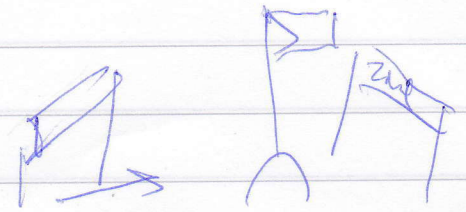
<end />

<object x="..." y="..." type="..." />

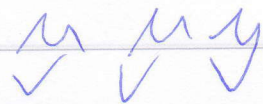
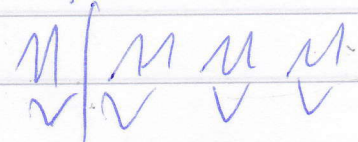
<creature type="...">

<waypoint x="..." y="...">

<creatures>



xxxxx00yy0 z-x-z



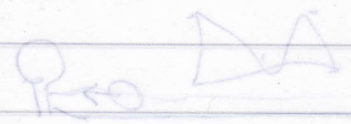
Flugmonster: Route + Bomben
 keine Verfolgung werfen o.ä.

Verstecken in Bäumen
 Stufe töten

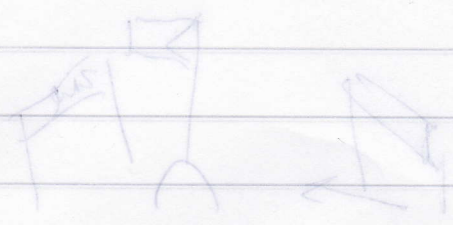
Monster verfolgen in
 Stilleherte

<level>

App

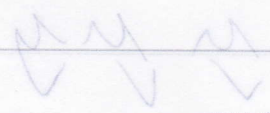
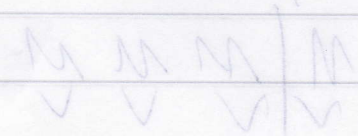
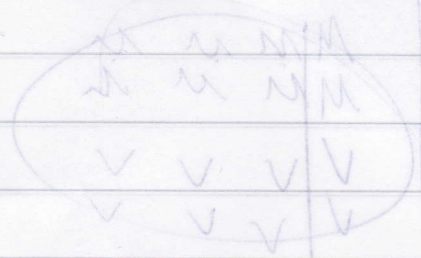


for start obj



XXXXXX
XXXXXX
XXXXXX

Logic Event Event Mgr World



Level, Objekte
Bsp: Gegenstand

Welt

View → World draw() ?

Handwritten notes in German, possibly describing a game or simulation.

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