public XDocument AtlasXML;

public void GenXML(GameObject[] hex)

{

// Declaration

XDeclaration XMLdec = new XDeclaration("1.0", "UTF-8", "yes");

XElement[] XMLelem = new XElement[hex.Length];

for (int i = 0; i < hex.Length; i++)

{

XElement node = new XElement("hex\_node");

GameObject eek = hex[i]; // cache

HexStats gridHex = eek.GetComponent<HexStats>();

node.SetAttributeValue("x", gridHex.PosXYZ.x);

node.SetAttributeValue("y", gridHex.PosXYZ.y);

node.SetAttributeValue("z", gridHex.PosXYZ.z);

node.SetAttributeValue("Type", gridHex.WType);

XMLelem[i] = node;

}

XElement XMLRootNode = new XElement("HexAtlus", XMLelem); // add root

XMLRootNode.SetAttributeValue("imagePath", "nothing");

XDocument XMLdoc = new XDocument(XMLdec, XMLRootNode);

AtlasXML = XMLdoc;

//FileStream

//xmlstream = new FileStream("H:\\Wacraft's Time Battles\\hexSheet.xml", FileMode.Create);

AtlasXML.Save("Map1.xml");