public void XMLtoList()

{

XmlDocument doc = new XmlDocument();

doc.Load("Map1.xml");

XmlNodeList nodes = doc.DocumentElement.SelectNodes("hex\_node");

foreach (XmlElement node in nodes)

{

float x = Convert.ToSingle(node.GetAttribute("x"));

float y = Convert.ToSingle(node.GetAttribute("y"));

float z = Convert.ToSingle(node.GetAttribute("z"));

string type = node.GetAttribute("Type");

}

}

public bool CheckGrid(Vector3 PosC)

{

bool HexThere = false;

if (Hex\_vects.Contains(PosC))

{

HexThere = true;

}

return true;

}