***EC***

**Property of Hermits House**

**Run Down**

A QMap is an alternative level format to the WDL. QMaps are ideal for creating indoor environments, whereas WDLs are better suited for creating outdoor environments with terrain elements.

**Technical Documentation**

QMap Instructions

FL : Vert1X : Vert1Y : Vert1Z : Vert2X : Vert2Y : Vert2Z : Vert3X : Vert3Y : Vert3Z : Vert4X : Vert4Y : Vert4Z : CollisionEnabled : TextureID :

This Is the Floor Instruction, Used to create a floor Tile, It has 4 Vertices, A Collision Flag, And a TextureID.

WA : Vert1X : Vert1Y : Vert1Z : Vert2X : Vert2Y : Vert2Z : Vert3X : Vert3Y : Vert3Z : Vert4X : Vert4Y : Vert4Z : CollisionEnabled : TextureID :

This Is the Wall Instruction, Used to create a Wall, It has 4 Vertices, A Collision Flag, And a TextureID.