Room block format:

Room id/name

Additional connects

Positions: 0 -top 1- right 2 - down 3 - left, 4+ aditional

Ai

Bool to open (vw)

Example  
1

45 22

3 0 1 2 4 5

0

vw//getssa//opendoor

Room:

Point and texts must be match, bools can be ignored or match too

Ai

Image format

imageId - defoult (-1 off)

id imageId

Events format:

id point

Example:

1 event1

2 event2