Import/Export

COMMENT = # #Ignore

TEXTURE = @V:<value> P:<Path> #Must be in the class Folder!

PLAYER = |PLAYER| #Set this for costume players

***Player: must be before Map!***

MAP = ?S:<x>:<y> P:<x>:<y> V:<value> W<walkable> [H:<height>] #Uses a default Spot

***Map: set <x> and <y> to “-1” when you use a costume player!***

MAP = ?S:<x>:<y> P:<x>:<y> N:<number> #Use a pre defined Spot

SPOT = $P:<x>:<y> V:<value> W<walkable> [H:<height>] #If walkable is false: no height needed!

SPOT = $P:<x>:<y> N:<number> #Add a Spot to a point

SPOTI = \*N:<number> V:<value> W:<walkable> [H:<height>] #Create a Spot with a number

EVENTI = /T:<type> V:<value> [P:<x>:<y> [N:<name>]] [H:<amount>] [S:<string>] [E:<x>:<y>:<enemie>] [A:<amount>] [I:<x>:<y>:<itemValue>]

EVENT = !P:<x>:<y> V:<value>

EVENT = !T:<type> P:<x>:<y> [B:<x>:<y> [N:<name>]] [H:<amount>] [S:<string>] [E:<x>:<y>:<enemie>] [A:<amount>]

ENEMIEI= ~M:<moveMethod> V:<value> P:<path> #The Path for the Text File with the textures

ENEMIEI= ~ V:<value> P:<path> #The Path for the Enemy File

ENEMIE = %P:<x>:<y> V:<value>

ENEMIE = %P:<x>:<y> M:<moveMethod> S:<path>

ENEMIE = %P:<x>:<y> S:<path>

ITEM = ^P:<x>:<y> V:<value> S:<path> #The Path for the Enemy File

ITEM = ^P:<x>:<y> V:<value>

ITEMI = `V:<value> P:<path> #The Path for the Item File

***0 = false, 1 = true***

***Type: TELEPORT = 0, TEXT = 1, HEAL = 2, ITEM = 3, SPAWN = 4***

***Enemie: RANDOMMOVE = 0, WALLMOVE = 1***