Import/Export

COMMENT = # #Ignore

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

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

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

EVENT = !

ENEMIE = %

ITEM = ^

0 = false, 1 = true