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

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

EVENT = !

ENEMIE = %

ITEM = ^

0 = false, 1 = true