Blöcke

TwoStep

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| --- | --- | --- |
| Symbol | ID | Name |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\0-Empty_32.png | 0 | Void |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\1-Tile_32.png | 1 | Tile |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\2-Solid_32.png | 2 | Solid Block |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\3-Checkpoint_32.png | 3 | Checkpoint |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\4-Platform_32.png | 4 | Platform |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\AC-PortalIn_32.png | A / C | Portal Input |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\BD-PortalOut_32.png | B / D | Portal Output |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\E-Door_32.png | E | Door |
| C:\Users\Benedikt\Documents\TwoStep Game\Documents\Tiles\F-Key_32.png | F | Key |