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//this set of tags MUST come first
<Simulation>    // Keywords inside <> are NOT case sensitive, all else is
width = 30 // This attribute is required and must be present
height = 10 // This attribute is required and must be present
</Simulation>

<Object> // Characters after the // are ignored, till the next newline
type = robot // This attribute is required and must be present
xloc = 4 // This attribute is required and must be present
yloc = 7 // This attribute is required and must be present
color = blue // May not be present - default value = blue
name = Robot 1// May not be present - default value = Object
display = BR // This is required, must be present and two characters long
//These attributes are Robot-Specific:
energy-contents = 200 // May not be present - default value = 100
recharge = 2 // May not be present - default value = 1
movecost = 1 // May not be present - default value = 2
turncost = 1 // May not be present - default value = 1
probecost = 1 // May not be present - default value = 1
paramA = 1.1 // May not be present - default value = .1
paramB = 1.2 // May not be present - default value = 1.6
paramC = 1.0 // May not be present - default value = 1.3
</Object>

<Object>
type = earth-rock // This attribute is required and must be present
xloc = 2 // This attribute is required and must be present
yloc = 2 // This attribute is required and must be present
name = Rock // May not be present - default value = Object
display = RO // This is required, must be present and two characters long
color = beige // May not be present - default value = blue
</Object>

<Property>
type = lava // This attribute is required and must be present
xloc = 2 // This attribute is required and must be present
yloc = 4 // This attribute is required and must be present
name = Lava Pit // May not be present - default value = Property
display = LP // This is required, must be present and two characters long
energy-cost = 10 // May not be required - default value = 5
</Property>

<Property>
type = water // This attribute is required and must be present
xloc = 2 // This attribute is required and must be present
yloc = 5 // This attribute is required and must be present
name = Water Pool // May not be present - default value = Property
display = WP // This is required, must be present and two characters long
energy-cost = 1 // May not be present - default value = 2
</Property>

<Property>
type = mud // This attribute is required and must be present
xloc = 3 // This attribute is required and must be present
yloc = 5 // This attribute is required and must be present
name = Mud Swamp // May not be present - default value = Property
display = MS // This is required, must be present and two characters long

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energy-cost = 3 // May not be preset - default value = 2

turn-cost = 5 // May not be present - default value = 2

</Property>

<Property>

type = hole // This attribute is required and must be present

xloc = 7 // This attribute is required and must be present

yloc = 5 // This attribute is required and must be present

name = A Little Hole // May not be present - default value = Property

display = LH // This is required, must be present and two characters long

</Property>

<Object>

type = energy-pill // This attribute is required and must be present

xloc = 6 // This attribute is required and must be present

yloc = 5 // This attribute is required and must be present

name = Energy Pill // May not be present - default value = Object

display = EP // This attribute is required and must be present

energy-contents = 50 // May not be present - default value = 25

</Object>

<Property>

type = jam // This attribute is required and must be present

xloc = 6 // This attribute is required and must be present

yloc = 8 // This attribute is required and must be present

name = Jam // May not be present - default value = Property

display = J // This attribute is required and must be present

</Property>