<u>Viewing/creating a world file:</u>

- To view the contents of a world file:

  dumpWorld *<file.wld>*

  Example:
  > H:\C++\Examples\Karel++Worlds> dumpWorld *Empty.wld*
  > Horizontal walls: 00000000
  > Vertical walls: 00000000
  > Beeper corners: 00000000

  Example:
  > H:\C++\Examples\Karel++Worlds> dumpWorld *Page20_1.wld*
  > Horizontal walls: 00000000
  > Vertical walls: 00000001
  > Street: 00000002 Avenue: 00000005
  > Beeper corners: 00000001
  > Street: 00000002 Avenue: 00000005 beepers: 00000001

- To create a world file:

  makeWorld *<file.txt>*

  Make a *.txt* file with a list of corners that have horizontal walls to their North, followed by a list of corners with vertical walls to their East, followed by a list of corners with beepers on them, including the count of the beepers.

  Example: *Empty.txt* - to make an empty world

  > 0
  > 0
  > 0

  Example: *Page20_1.txt* - to make Page20_1 world

  > 0
  > 1
  > 2 5
  > 1
  > 2 5 1

- You can produce a picture of a Karel++ world.
  - A world file can be used to produce an image of the world in a file named *output.eps*
    (The .eps file can be inserted as an image into a Word document for viewing.)

  To produce the *output.eps* file use one of the following batch files that are in with the examples:

  > *Graphics.bat <file>.wld*

  Or//

  > *GraphicsBeepers.bat <file>.wld*   ← Produces larger beepers for easier viewing