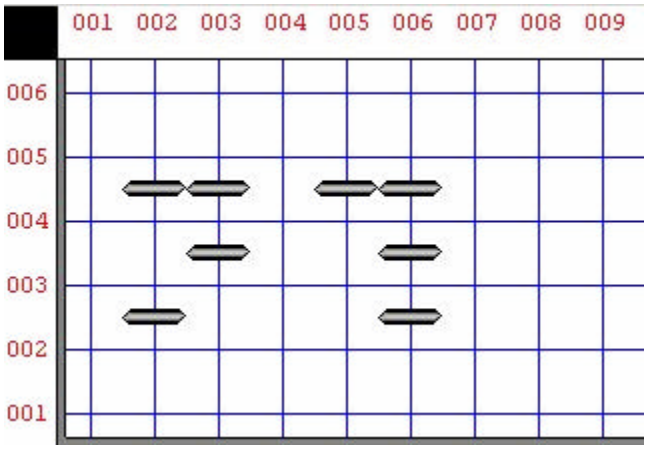
Karel++ World File - .wld extension

The Bergin Karel++ simulator stores a world description in a file as a sequence of 32-bit big-endian integers. The world file contains a listing of all the horizontal wall segments, followed by all the vertical wall segments, followed by all the intersections containing beepers. All corners within each group are ordered by avenue then street. Wall segment locations are indicated by the corner below horizontal walls and corners to the left of vertical walls.

First Section: Horizontal walls

of Horizontal Wall Segments
(ave, st) of intersection below
.   .   .
(ave, st) of intersection below

Ex:



Data:

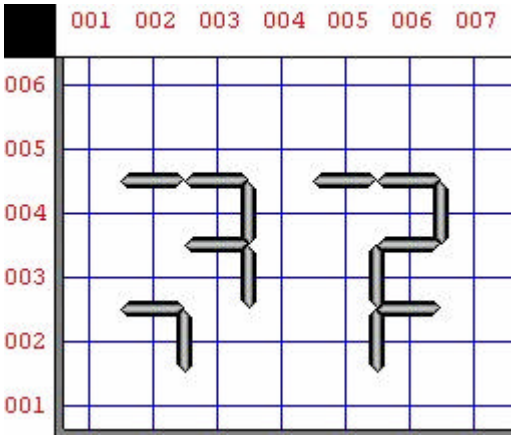
```
00000008
00000002 00000002
00000002 00000004
00000003 00000003
00000003 00000004
00000005 00000004
00000006 00000002
00000006 00000003
00000006 00000004
00000000            - No vertical walls
00000000            - No beepers
```

Second Section: Vertical walls

of Horizontal Wall Segments
(ave, st) of intersection below
. . .
(ave, st) of intersection below

of Vertical Wall Segments
(ave, st) of intersection to left
. . .
(ave, st) of intersection to left

Ex:



Data:

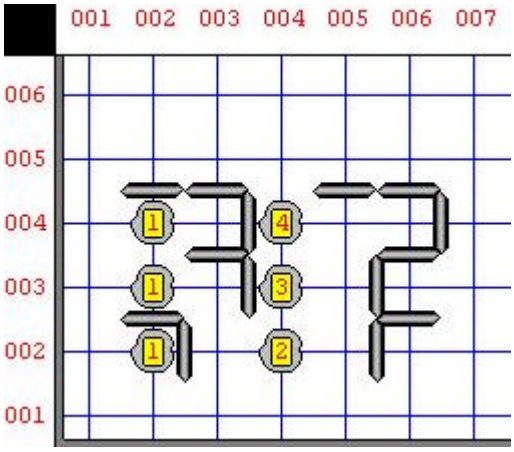
```
00000008            - 8 horizontal walls
00000002 00000002
        .
        .
        .
00000006 00000004
00000006            - 6 vertical walls
00000002 00000002
00000003 00000003
00000003 00000004
00000005 00000002
00000005 00000003
00000006 00000004
00000000            - No beepers
```

Third Section: Beepers

of Horizontal Wall Segments
(ave, st) of intersection below
. . .
of Vertical Wall Segments
. . .
(ave, st) of intersection to left

of Beeper corners
(ave, st) of intersection
of beepers at intersection
. . .
(ave, st) of intersection
of beepers at intersection

Ex:



Data:

```
00000008            - 8 horizontal walls
00000002 00000002
        .
        .
        .
00000006 00000004
00000006            - 6 vertical walls
        .
        .
        .
00000006 00000004
00000006            - 6 beepers
00000002 00000002
00000001
00000002 00000003
00000001
00000002 00000004
00000001
00000004 00000002
00000002
00000004 00000003
00000003
00000004 00000004
00000004
```