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/*
PlayAreaPathsDummyRESTWebAPIResponse.strings
f30

Created by David on 08/02/2018.
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*/

"byID" = "{\\"ID\\":\\"\\",\n
  \\"Items\\":[\n
    {\\"ID\\":\\"PlayAreaPaths\\",\n
    \\"Items\\":[\n
      {\\"ID\\":\\"1\\",\n
      \\"Items\\":[],\n
      \\"Params\\":[\n
        {\\"Key\\":\\"PlayGameID\\",\\"Value\\":\\"1\\"},\n
        {\\"Key\\":\\"PathAttributesString\\",\\"Value\\":\\"\\",\n
        {\\"Key\\":\\"PathLogString\\",\\"Value\\":\\"\\"}\n
      ]\n
    }\n
  ],\n
  \\"Params\\":[]\n
}\n
],\n
\\"Params\\":[]\n
}";

"byFromCellCoord_1_0_toCellCoord_0_2_type_ByFoot" = "{\\"ID\\":\\"\\",\n
  \\"Items\\":[\n
    {\\"ID\\":\\"PlayAreaPaths\\",\n
    \\"Items\\":[\n
      {\\"ID\\":\\"1\\",\n
      \\"Items\\":[],\n
      \\"Params\\":[\n
        {\\"Key\\":\\"PlayGameID\\",\\"Value\\":\\"1\\"},\n
        {\\"Key\\":\\"PathAttributesString\\",\\"Value\\":\\"\\",\n
        {\\"Key\\":\\"PathLogString\\",\\"Value\\":\\"\\"}\n
      ]\n
    }\n
  ],\n
  \\"Params\\":[]\n
},\n
{\\"ID\\":\\"PlayAreaPathPoints\\",\n
\\"Items\\":[\n
  {\\"ID\\":\\"1\\",\n
  \\"Items\\":[],\n
  \\"Params\\":[\n
    {\\"Key\\":\\"PlayGameID\\",\\"Value\\":\\"1\\"},\n
    {\\"Key\\":\\"PathID\\",\\"Value\\":\\"1\\"},\n
    {\\"Key\\":\\"Index\\",\\"Value\\":\\"0\\"},\n
    {\\"Key\\":\\"Column\\",\\"Value\\":\\"1\\"},\n
    {\\"Key\\":\\"Row\\",\\"Value\\":\\"0\\"}\n
  ]\n
},\n
{\\"ID\\":\\"2\\",\n
\\"Items\\":[],\n
\\"Params\\":[\n

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        {"Key\":"PlayGameID\","Value\":"1\"},\n
        {"Key\":"PathID\","Value\":"1\"},\n
        {"Key\":"Index\","Value\":"1\"},\n
        {"Key\":"Column\","Value\":"0\"},\n
        {"Key\":"Row\","Value\":"0\"}\n
    ]\n
},\n
{"ID\":"3\",\n
"Items\":[],\n
"Params\":[\n
    {"Key\":"PlayGameID\","Value\":"1\"},\n
    {"Key\":"PathID\","Value\":"1\"},\n
    {"Key\":"Index\","Value\":"2\"},\n
    {"Key\":"Column\","Value\":"0\"},\n
    {"Key\":"Row\","Value\":"1\"}\n
]\n
},\n
{"ID\":"4\",\n
"Items\":[],\n
"Params\":[\n
    {"Key\":"PlayGameID\","Value\":"1\"},\n
    {"Key\":"PathID\","Value\":"1\"},\n
    {"Key\":"Index\","Value\":"3\"},\n
    {"Key\":"Column\","Value\":"0\"},\n
    {"Key\":"Row\","Value\":"2\"}\n
]\n
}\n
],\n
"Params\":[]\n
}\n
],\n
"Params\":[]\n
}";

"byFromCellCoord_0_0_toCellCoord_3_0_type_ByFoot" = "{\n"ID\":"",\n
"Items\":[\n
    {\n"ID\":"PlayAreaPaths\", \n
    "Items\":[\n
        {\n"ID\":"1\", \n
        "Items\":[], \n
        "Params\":[\n
            {\n"Key\":"PlayGameID\","Value\":"1\"},\n
            {\n"Key\":"PathAttributesString\","Value\":"\"\"},\n
            {\n"Key\":"PathLogString\","Value\":"\"\"}\n
        ]\n
        }\n
    ],\n
    "Params\":[]\n
},\n
{\n"ID\":"PlayAreaPathPoints\", \n
    "Items\":[\n
        {\n"ID\":"1\", \n
        "Items\":[], \n
        "Params\":[\n
            {\n"Key\":"PlayGameID\","Value\":"1\"},\n
            {\n"Key\":"PathID\","Value\":"1\"},\n
            {\n"Key\":"Index\","Value\":"0\"},\n

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        {"Key\":"Column\","Value\":"-2\"},\n        {"Key\":"Row\","Value\":"0\"}\n    ]\n},\n{"ID\":"2\", \n  \"Items\":[], \n  \"Params\":[\n    {\"Key\":"PlayGameID\","Value\":"1\"},\n    {\"Key\":"PathID\","Value\":"1\"},\n    {\"Key\":"Index\","Value\":"1\"},\n    {\"Key\":"Column\","Value\":"-1\"},\n    {\"Key\":"Row\","Value\":"0\"}\n  ]\n},\n{"ID\":"3\", \n  \"Items\":[], \n  \"Params\":[\n    {\"Key\":"PlayGameID\","Value\":"1\"},\n    {\"Key\":"PathID\","Value\":"1\"},\n    {\"Key\":"Index\","Value\":"2\"},\n    {\"Key\":"Column\","Value\":"0\"},\n    {\"Key\":"Row\","Value\":"0\"}\n  ]\n},\n  ],\n  \"Params\":[]\n}\n],\n  \"Params\":[]\n}\n};
```