* Terrain
  + Town
  + Snow
  + Cave
  + Nature
  + Forest
  + Stairs
* Static items
  + Stairs
  + Beds
  + Corpses
  + Exterior
  + Hangable
  + Interior
  + Magic Fields
  + Nature
  + Signs
  + Smiths
  + Snow
  + Splash
  + Statues
  + Trash
* Movable Items
  + Quests
  + Containers
  + Fluids
  + Food
  + Jewellery
  + Corpse
* Equipment
  + Helmets
  + Legs
  + Chests
  + Boots
  + Rings
  + Amulets
  + Shields
  + Tools
* Weapons
  + Melee
    - Swords
    - Giant Swords
    - Axes
    - Maces
  + Ranged
    - Spears
    - Bows
    - Crossbows
    - Arrows
    - Bolts
  + Magic
    - Rods
    - Wands
    - Spell Books
    - Enchanted
* Brushes
  + Area Gate
* Creatures
  + NPC
  + Animals
  + Monsters
  + Player Starting Point

Types of Items:

* S

Output XML Map Structure:

<Map>

<Size>

<Z>10</Z>

<Y>1000</Y>

<X>1000</X>

</Size>

<Data>

<Cell>

<GroundID>101343</GroundID>

<EdgeID>0</EdgeID>

<ItemsInCell>

<Item>234155</Item>

<Item>325246</Item>

<Item>329179</Item>

</ItemsInCell>

<AreaGate>1</AreaGate>

</Cell>

<!--Rest of cells 3ashan mosh fady :D-->

</Data>

</Map>

Items XML Structure:

<Data>

<Item>

<EditorType>Weapon</EditorType>

<BehaviouralType>Item</BehaviouralType>

<Name>Sword</Name>

<ID>342566</ID>

<Width>2</Width>

<Height>3</Height>

</Item>

<Item>

<EditorType>Nature</EditorType>

<BehaviouralType>Ground</BehaviouralType>

<Name>Grass</Name>

<Tiles>

<Item>

<ID>324914</ID>

<Importance>3</Importance>

</Item>

<Item>

<ID>295714</ID>

<Importance>1</Importance>

</Item>

</Tiles>

<!--Optional 10 Borders-->

</Item>

<Item>

<EditorType>Cave</EditorType>

<BehaviouralType>Wall</BehaviouralType>

<Name>Brick Wall</Name>

<WallType>Short</WallType>

<!--11 Wall Types-->

</Item>

<!--Rest of Cells-->

</Data>