Quick reference card

Symbol	Element		Symbol	Element		Symbol	Element		Symbol	Element
^	Transparent Level		H	Hammer		xH	Spiral		c	Rail counter clockwise
=	Transparent Level small		I	Tunnel Straight		xI	Straight with 2 Curves		d	Rail clockwise
_	Base plate		J	Jumper		xK	Catapult		e	Finish Line
!	Missing base plate		K	Scoop		xL	Tunnel Pillar		f	Lift Tube Element
o	Ball		L	Pillar		xM	Dispenser		g	Rail Overlong
	Height elements		M	Magnetic Cannon		xQ	Loop Curve		h	Spiral Curve
+	Height Tile small		N	Volcano		xR	Transfer		i	Spiral In
1	Height Tile large		O	Open Basket		xS	Spinner		j	Spiral Out
2	Height Tile x 2		P	Splash		xT	Tiptube		l	Rail Long
3	Height Tile x 3		Q	Looping		xV	Vortex 3 in		m	Rail Medium
4	Height Tile x 4		R	Trampoline		xW	2x 2 in 1 left		q	Rail Overlong Slow
5	Height Tile x 5		S	Switch		xX	Straight 3x		r	Angled Base
6	Height Tile x 6		T	Tunnel Curve		xY	2 in 1 left with Curve		s	Rail Short
7	Height Tile x 7		U	Tunnel Switch		xZ	Zipline End		t	Tunnel Vertical
8	Height Tile x 8		V	Vortex		yC	Curve 2x large		u	Drop Rail Convex
9	Height Tile x 9		W	3 in 1		yH	Helix		v	Drop Rail Concave
	Action Tiles		X	Junction		yI	Cross Straight and Curve		xa	Zipline Rail
A	Launch Pad		Y	2 in 1		yS	Splinter		xb	Bridge Element
B	Balcony		Z	Landing		yT	Turntable		xi	Lift In
C	Curve		xA	Zipline Start		yW	2x 2 in 1 right		xj	Lift Out
D	Freefall (Drop)		xB	Bridge Tile		yX	3 Curves, 2 cross		xt	Flextube
E	Double Balcony		xC	Curve 3x small		yY	2 in 1 right with Curve			**Walls**
F	Flipper		xD	Dipper			**Rails**		xl	Wall Long
G	Catcher		xF	Lifter		a	Rail Bernoulli short		xm	Wall Medium
			xG	Base Tile for Inserts		b	Rail Bernoulli		xs	Wall Short

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Line Structure:   Position  HeightTileDetailOrientation  RailDetailDirection  BallColorOrientation
Position:         RowNumberColumnNumber
Height:           Height tile: B,E and xL with Orientation, E (and in rare cases B) with Detail,
                  B with hole number prepended
Tile and Rail:    (see above)
Detail:           S, U, xD: [-+], xB: [#BridgeElements], xF:[#LiftElements][OutgoingDirection], xH: [#SpiralElements]
                  xV: [CurlOrientation],  R:[tile1Orientation][tile2Orientation],
                  E: [DoubleBalconyNumber], B, xs, xm, xl: [PillarNumber], xt: [OutgoingDirection]
Orientation       a-f (see below), Direction for rails like Orientation Freefall
Ball:             Color: RGBS
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Orientation	a	b	c	d	e	f
Curve						
2 in 1, Switch						
Junction						
Catcher, Freefall (Drop)						
Straight Tile						
Basic Tile						
Balcony						

Orientation	a	b	c	d	e	f
Curve 3x small						
Curve 2x large						
2x 2 in 1 left						
2x 2 in 1 right						
2 in 1 left with Curve						
2 in 1 right with Curve						
Straight 3x						
3 Curves, 2 cross						
Straight with 2 Curves						
Cross Straight and Curve						
Loop Curve						
Vortex 3 in						