Quick reference card

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

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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
```

Orientation	a	b	c	d	e	f
Curve						
2 in 1, Switch						
Junction						
Freefall (Drop), Catcher						
Balcony						
Straight Tile						
Basic Tile						