Quick reference card

Aug 23

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

`Line Structure:` `Position HeightTileDetailOrientation RailDetailDirection BallColorOrientation`

`Position:` `RowNumberColumnNumber`

`Height:` Height tiles: combination of `+, 1-9, E, L, xL tiles` (xL with Orientation)
B with hole number prepended, (Orientation for B and E can be given)

`Tile and Rail Detail:` see above, for unknown Tiles also: `|newTile|`, wall with pillar number prepended, if not lowest
S, U, xD: [-+], xB: [#BridgeElements], xF:[#LiftElements][OutgoingDirection], xH: [#SpiralElements]
xM: [OutgoingDirection], xV: [CurlOrientation], R:[tile1Orientation][tile2Orientation], xt: [OutgoingDirection]

`Orientation Ball:` `a-f` (see below), Direction for rails like Orientation Freefall
`Color: RGBSA` (red, blue, green, silver, gold)