

Quick reference card

Jan 25

Symbol	Element	I	Tunnel Straight	xQ	Loop Curve	j	Spiral Out
$\bar{\wedge}$	Base plate	J	Jumper	xR	Transfer	l	Rail Long
\wedge	Transparent Level	K	Scoop	xS	Spinner	m	Rail Medium
=	Transparent Level small	L	Pillar	xT	Tiptube	q	Rail Overlong Slow
@	Base plate small	M	Magnetic Cannon	xV	Vortex 3 in	r	Angled Base
(Half Base Plate l	N	Volcano	xW	2x 2 in 1 left	s	Rail Short
)	Half Base Plate r	O	Open Basket	xx	Straight 3x	t	Tunnel Vertical
*	Base Plate for 1 element	P	Splash	xY	2 in 1 left with Curve	u	Drop Rail Convex
!	Missing base plate	Q	Looping	xZ	Zipline End	v	Drop Rail Concave
o	Ball	R	Trampoline	yC	Curve 2x large	xa	Zipline Rail
Height elements		S	Switch	yH	Helix	xb	Bridge Element
+	Height Tile small	T	Tunnel Curve	yI	Cross Straight and Curve	xi	Lift In
1	Height Tile large	U	Tunnel Switch	yK	Carousel	xj	Lift Out
2	Height Tile x 2	V	Vortex	yM	Cannon vertical	xt	Flextube
3	Height Tile x 3	W	3 in 1	yR	Releaser	Walls	
4	Height Tile x 4	X	Junction	yS	Splitter	xl	Wall Long
5	Height Tile x 5	Y	2 in 1	yT	Turntable	xm	Wall Medium
6	Height Tile x 6	Z	Landing	yW	2x 2 in 1 right	xs	Wall Short
7	Height Tile x 7	xA	Zipline Start	yX	3 Curves, 2 cross	Power Elements	
8	Height Tile x 8	xB	Bridge Tile	yY	2 in 1 right with Curve	z1	Lighting Height tile
9	Height Tile x 9	xC	Curve 3x small	Rails		z+	Lighting Height tile small
Action Tiles		xD	Dipper	a	Rail Bernoulli short	z2	Light Base Tile
A	Launch Pad	xF	Lifter	b	Rail Bernoulli	zA	Dome Starter
B	Balcony	xG	Base Tile for Inserts	c	Rail counter clockwise	zE	Elevator
C	Curve	xH	Spiral	d	Rail clockwise	zF	Finish Trigger
D	Freefall (Drop)	xi	Straight with 2 Curves	e	Finish Line	zL	Lever
E	Double Balcony	xK	Catapult	f	Lift Tube Element	zQ	Queue
F	Flipper	xL	Tunnel Pillar	g	Rail Overlong	zS	DropDownSwitch
G	Catcher	xM	Mixer	h	Spiral Curve	zT	Trigger
H	Hammer	xP	Color Swap	i	Spiral In	zZ	Finish Arena

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: see above, for unknown Tiles also: |newTile|, wall with pillar number prepended, if not lowest
Detail: S, U, xD: [-+], xB: [#BridgeElements], xF: [#LiftElements][OutgoingDirection], xH: [#SpiralElements]
xM, yM, xt: [OutgoingDirection], xV: [CurlOrientation], R:[tile1Orientation][tile2Orientation],
Orientation a-f (see below), Direction for rails like Orientation Freefall
Ball: Color: RGBSA (red, blue, green, silver, gold)

