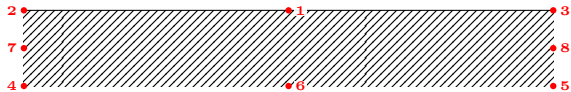
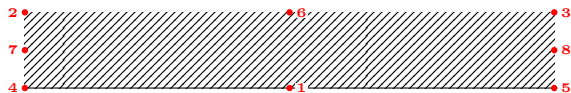


Ground 0 = start, 50 = midpoint, 100 = end



Anchors			
#	Name	#	Name
1	surface	2	top-left
3	top-right	4	bottom-left
5	bottom-right	2	surface-0
1	surface-50	3	surface-100
4	bottom-0	6	bottom-50
5	bottom-100	4	left-0
7	left-50	2	left-100
5	right-0	8	right-50
3	right-100		

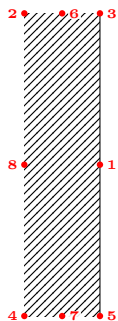
Ceiling 0 = start, 50 = midpoint, 100 = end



anchors

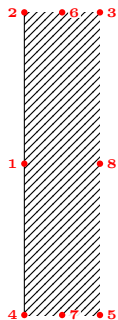
#	Name	#	Name
1	surface	2	top-left
3	top-right	4	bottom-left
5	bottom-right	4	surface-0
1	surface-50	5	surface-100
2	top-0	6	top-50
3	top-100	4	left-0
7	left-50	2	left-100
5	right-0	8	right-50
3	right-100		

Wall left 0 = start, 50 = midpoint, 100 = end



Anchors			
#	Name	#	Name
1	surface	2	top-left
3	top-right	4	bottom-left
5	bottom-right	5	surface-0
1	surface-50	3	surface-100
2	top-0	6	top-50
3	top-100	4	bottom-0
7	bottom-50	5	bottom-100
4	left-0	8	left-50
2	left-100		

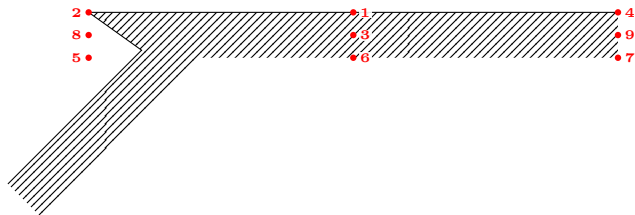
Wall right 0 = start, 50 = midpoint, 100 = end



anchors

#	Name	#	Name
1	surface	2	top-left
3	top-right	4	bottom-left
5	bottom-right	4	surface-0
1	surface-50	2	surface-100
2	top-0	6	top-50
3	top-100	4	bottom-0
7	bottom-50	5	bottom-100
5	right-0	8	right-50
3	right-100		

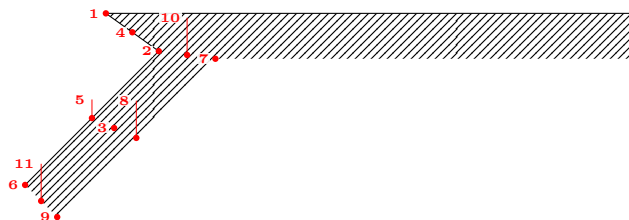
Platform left: floor 0 = start, 50 = midpoint, 100 = end



anchors

# Name	# Name
1 surface	2 pulley-center
3 floor-center	2 surface-0
1 surface-50	4 surface-100
5 bottom-0	6 bottom-50
7 bottom-100	5 left-0
8 left-50	2 left-100
7 right-0	9 right-50
4 right-100	

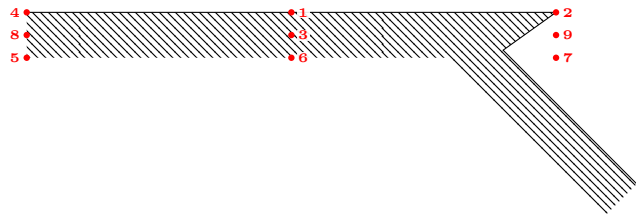
Platform left: wall 0 = start, 50 = midpoint, 100 = end



anchors

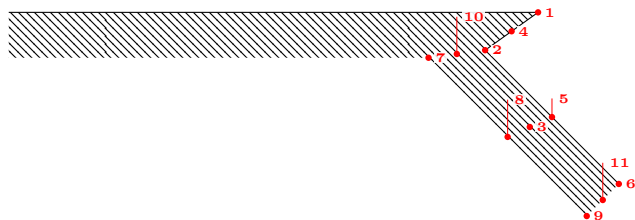
#	Name	#	Name
1	pulley-center	2	wall-root
3	wall-center	1	transition-0
4	transition-50	2	transition-100
2	wall-surface-0	5	wall-surface-50
6	wall-surface-100	7	wall-back-0
8	wall-back-50	9	wall-back-100
2	wall-base-0	10	wall-base-50
7	wall-base-100	6	wall-tip-0
11	wall-tip-50	9	wall-tip-100

Platform right: floor 0 = start, 50 = midpoint, 100 = end



Anchors			
#	Name	#	Name
1	surface	2	pulley-center
3	floor-center	4	surface-0
1	surface-50	2	surface-100
5	bottom-0	6	bottom-50
7	bottom-100	5	left-0
8	left-50	4	left-100
7	right-0	9	right-50
2	right-100		

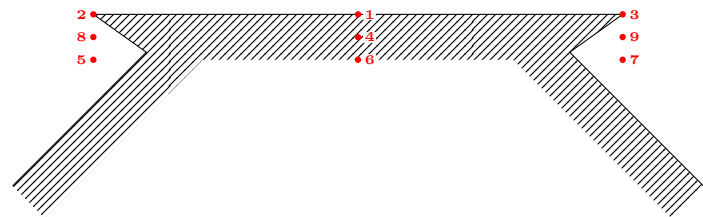
Platform right: wall 0 = start, 50 = midpoint, 100 = end



anchors

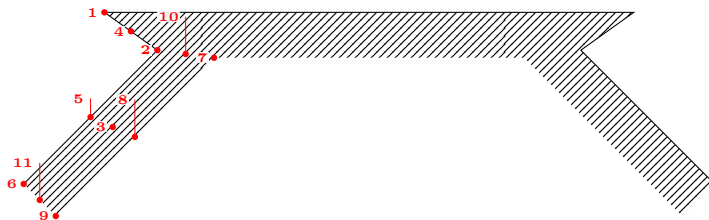
#	Name	#	Name
1	pulley-center	2	wall-root
3	wall-center	1	transition-0
4	transition-50	2	transition-100
2	wall-surface-0	5	wall-surface-50
6	wall-surface-100	7	wall-back-0
8	wall-back-50	9	wall-back-100
2	wall-base-0	10	wall-base-50
7	wall-base-100	6	wall-tip-0
11	wall-tip-50	9	wall-tip-100

Platform both: floor 0 = start, 50 = midpoint, 100 = end



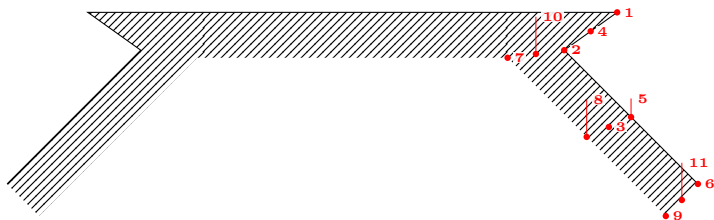
Anchors			
#	Name	#	Name
1	surface	2	left-pulley-center
3	right-pulley-center	4	floor-center
2	surface-0	1	surface-50
3	surface-100	5	bottom-0
6	bottom-50	7	bottom-100
5	left-0	8	left-50
2	left-100	7	right-0
9	right-50	3	right-100

Platform both: left wall 0 = start, 50 = midpoint, 100 = end



Anchors	
#	Name
1	left-pulley-center
3	left-wall-center
4	left-transition-50
2	left-wall-surface-0
6	left-wall-surface-100
8	left-wall-back-50
2	left-wall-base-0
7	left-wall-base-100
11	left-wall-tip-50
2	left-wall-root
1	left-transition-0
2	left-transition-100
5	left-wall-surface-50
7	left-wall-back-0
9	left-wall-back-100
10	left-wall-base-50
6	left-wall-tip-0
9	left-wall-tip-100

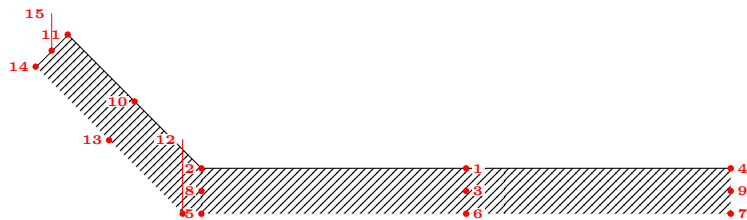
Platform both: right wall 0 = start, 50 = midpoint, 100 = end



anchors

#	Name	#	Name
1	right-pulley-center	2	right-wall-root
3	right-wall-center	1	right-transition-0
4	right-transition-50	2	right-transition-100
2	right-wall-surface-0	5	right-wall-surface-50
6	right-wall-surface-100	7	right-wall-back-0
8	right-wall-back-50	9	right-wall-back-100
2	right-wall-base-0	10	right-wall-base-50
7	right-wall-base-100	6	right-wall-tip-0
11	right-wall-tip-50	9	right-wall-tip-100

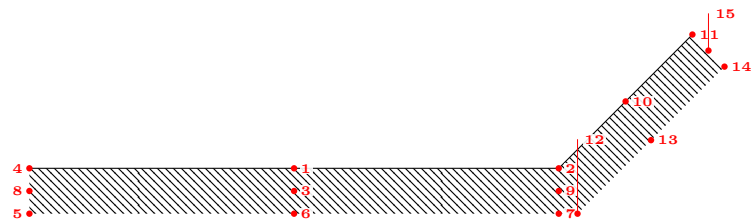
Platform left: upward corner 0 = start, 50 = midpoint, 100 = end



Anchors

#	Name	#	Name
1	surface	2	pulley-center
3	floor-center	2	surface-0
1	surface-50	4	surface-100
5	bottom-0	6	bottom-50
7	bottom-100	5	left-0
8	left-50	2	left-100
7	right-0	9	right-50
4	right-100	2	wall-surface-0
10	wall-surface-50	11	wall-surface-100
12	wall-back-0	13	wall-back-50
14	wall-back-100	11	wall-tip-0
15	wall-tip-50	14	wall-tip-100

Platform right: upward corner 0 = start, 50 = midpoint, 100 = end



Anchors

#	Name	#	Name
1	surface	2	pulley-center
3	floor-center	4	surface-0
1	surface-50	2	surface-100
5	bottom-0	6	bottom-50
7	bottom-100	5	left-0
8	left-50	4	left-100
7	right-0	9	right-50
2	right-100	2	wall-surface-0
10	wall-surface-50	11	wall-surface-100
12	wall-back-0	13	wall-back-50
14	wall-back-100	11	wall-tip-0
15	wall-tip-50	14	wall-tip-100