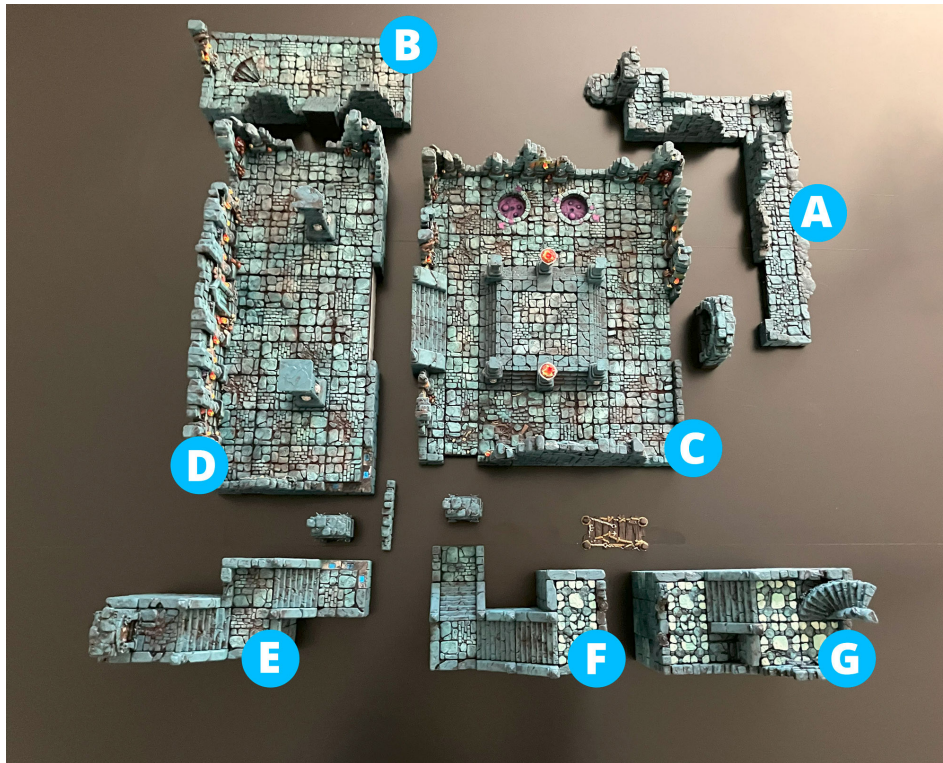


PRINT LIST DUNGEON SETUP



FDM PRINTED SAMPLE
80% SCALING
0.2 LAYER HEIGHT

SET/Folder	ItemCode	File Name	A	B	C	D	E	F	G
F01 Floor Basic Tiles			F01 Floor Basic Tiles						
F_01-BT_Floor_Basic-Tiles	F_01-BT_1x1_V1	F_01-BT_1x1_V1_Basic-Tiles_SOCKET.stl			2				
F_01-BT_Floor_Basic-Tiles	F_01-BT_2x1_V1	F_01-BT_2x1_V1_Basic-Tiles_SOCKET.stl		1	3				
F_01-BT_Floor_Basic-Tiles	F_01-BT_2x2_V1	F_01-BT_2x2_V1_Basic-Tiles_SOCKET.stl	2		5	3	3	2	
F_01-BT_Floor_Basic-Tiles	F_01-BT_2x2_V2	F_01-BT_2x2_V2_Basic-Tiles_SOCKET.stl	3		7	3	1		
F_01-BT_Floor_Basic-Tiles	F_01-BT_2x2_V3	F_01-BT_2x2_V3_Basic-Tiles_Detachable-Pillar_SOCKET.stl				2			
F_01-BT_Floor_Basic-Tiles	F_01-BT_2x2_V4	F_01-BT_2x2_V4_Winding-Stairs_SOCKET.stl							1
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x1_V1	F_01-BT_4x1_V1_Basic-Tiles_SOCKET.stl		2	4				
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x2_V1	F_01-BT_4x2_V1_Basic-Tiles_SOCKET.stl	4		4	10			
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V1	F_01-BT_4x4_V1_Basic-Tiles_SOCKET.stl		2	4	3			
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V2_Part-A	F_01-BT_4x4_V2_Part-A_Pillar-Gargoyle-Option_SOCKET.stl							
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V3_Part-A	F_01-BT_4x4_V3_Part-A_Pillar-Clean-Option_SOCKET.stl							
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V4	F_01-BT_4x4_V4_Contaminated-Pit_SOCKET.stl			2				
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V5	F_01-BT_4x4_V5_Winding-Stairs_SOCKET.stl		1					
F_01-BT_Floor_Basic-Tiles	F_01-BT_4x4_V6	F_01-BT_4x4_V6_Basic-Tiles_SOCKET.stl			1				
F02 Floor Castle Tiles			F02 Floor Castle Tiles						
F_02-CT_Floor_Castle-Tiles	F_02-CT_1x1_V1	F_02-CT_1x1_V1_Castle-Tiles_SOCKET.stl							1
F_02-CT_Floor_Castle-Tiles	F_02-CT_2x1_V1	F_02-CT_2x1_V1_Castle-Tiles_SOCKET.stl							
F_02-CT_Floor_Castle-Tiles	F_02-CT_2x2_V1	F_02-CT_2x2_V1_Castle-Tiles_SOCKET.stl							3
F_02-CT_Floor_Castle-Tiles	F_02-CT_4x1_V1	F_02-CT_4x1_V1_Castle-Tiles_SOCKET.stl							
F_02-CT_Floor_Castle-Tiles	F_02-CT_4x2_V1	F_02-CT_4x2_V1_Castle-Tiles_SOCKET.stl						1	1
F_02-CT_Floor_Castle-Tiles	F_02-CT_4x4_V1	F_02-CT_4x4_V1_Castle-Tiles_SOCKET.stl							
F03 Floor Classic Dungeon Tiles			F03 Floor Classic Dungeon Tiles						
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_2x1_V1	F_03-CDT_2x1_V1_Classic-Dungeon-Tiles_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_2x2_V1	F_03-CDT_2x2_V1_Classic-Dungeon-Tiles_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_3x3_V1	F_03-CDT_3x3_V1_Glowing-Mushrooms_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_3x3_V2	F_03-CDT_3x3_V2_Skulls_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_4x4_V1	F_03-CDT_4x4_V1_Classic-Dungeon-Tiles_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_4x4_V2	F_03-CDT_4x4_V2_Classic-Dungeon-Tiles_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_6x1_V1	F_03-CDT_6x1_V1_Classic-Dungeon-Tiles_SOCKET.stl							
F_03-CDT_Floor_Classic-Dungeon-Tiles	F_03-CDT_6x2_V1	F_03-CDT_6x2_V1_Classic-Dungeon-Tiles_SOCKET.stl							
F04 Floor Lava Tiles			F04 Floor Lava Tiles						
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_2x2_V1	F_04-LT_B_2x2_V1_Lava-Tiles-Border_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_4x2_V1	F_04-LT_B_4x2_V1_Lava-Tiles-Border_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_4x4_V1	F_04-LT_B_4x4_V1_Lava-Tiles-Border_Pillar-Slot_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_4x4_V2_PartA	F_04-LT_B_4x4_V2_PartA_Lava-Tiles-Border_RopeBridge_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_4x4_V2_PartB	F_04-LT_B_4x4_V2_PartB_Lava-Tiles-Border_RopeBridge.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_B_4x4_V3	F_04-LT_B_4x4_V3_Lava-Tiles-Border_Crashed-Wall_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_F_4x4_V1	F_04-LT_F_4x4_V1_Crashed-Lava-Floor_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_F_4x4_V2	F_04-LT_F_4x4_V2_Crashed-Lava-Floor_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_IC_2x2_V1	F_04-LT_IC_2x2_V1_Lava-Tiles-InnerCorner_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_IC_4x2_V1	F_04-LT_IC_4x2_V1_Lava-Tiles-InnerCorner_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_L_2x2_V1	F_04-LT_L_2x2_V1_Lava-Tiles_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_L_4x4_V1	F_04-LT_L_4x4_V1_Lava-Tiles_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_L_4x4_V2	F_04-LT_L_4x4_V2_Lava-Crossing-Rocks_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_L_4x4_V3	F_04-LT_L_4x4_V3_Lava-Crossing-Pillar_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_OC_2x2_V1	F_04-LT_OC_2x2_V1_Lava-Tiles-OuterCorner_SOCKET.stl							
F_04-LT_Floor_Lava-Tiles	F_04-LT_OC_4x2_V1	F_04-LT_OC_4x2_V1_Lava-Tiles-OuterCorner_SOCKET.stl							
F05 Floor Lava Tiles			F05 Floor Lava Tiles						
F_05-LT_Floor_Lava-Tiles		Lava Pool (Milestone GH)							
D01 Doors			D01 Doors						
D_01_Doors	D_01_2x1_PartA_V1	D_01_2x1_PartA_V1_Doors_SOCKET.stl							
D_01_Doors	D_01_2x1_PartB_V1	D_01_2x1_PartB_V1_Doors_Open-Door.stl							
D_01_Doors	D_01_2x1_PartB_V2	D_01_2x1_PartB_V2_Doors_Closed-Door.stl							
D02 Insertable-Door			D02 Insertable-Door						
D_02_Insertable_Door	D_02-ID_2x1_PartA_V1	D_02-ID_2x1_PartA_V1_Doors_SOCKET.stl	1		1	1	1		
D_02_Insertable_Door	D_02-ID_2x1_PartB_V1	D_02-ID_2x1_PartB_V1_Doors_Door-Body.stl	1		1	1	1		
D_02_Insertable_Door	D_02-ID_2x1_PartC_V1	D_02-ID_2x1_PartC_V1_Doors_BasicDoor.stl	1		1	1			
D_02_Insertable_Door	D_02-ID_2x1_PartC_V2	D_02-ID_2x1_PartC_V2_Doors_Metal-Bars-Door.stl							
D03 Insertable-Double-Door			D03 Insertable-Double-Door						
D_03_Insertable_Double-Door	D_03-ID_4x1_PartA_V1	D_03-ID_4x1_PartA_V1_Doors_SOCKET			1				
D_03_Insertable_Double-Door	D_03-ID_4x1_PartB_V1	D_03-ID_4x1_PartB_V1_Doors_Door-Body			1				
D_03_Insertable_Double-Door	D_03-ID_4x1_PartC_V1	D_03-ID_4x1_PartC_V1_Doors_BasicDoor			1				

SET/Folder	ItemCode	File Name	A	B	C	D	E	F	G
W01 Wall Basics			W01 Wall Basics						
W01_Wall-Basics	W_01_1.5G_V1	W_01_1.5G_V1_Wall-Basic_Half-Grid-left_SOCKET.stl						1	
W01_Wall-Basics	W_01_1.5G_V2	W_01_1.5G_V2_Wall-Basic_Half-Grid-right_SOCKET.stl							2
W01_Wall-Basics	W_01_1G_V1	W_01_1G_V1_Wall-Basic_SOCKET.stl			2	4			2
W01_Wall-Basics	W_01_2G_V1	W_01_2G_V1_Wall-Basic_SOCKET.stl			1			2	1
W01_Wall-Basics	W_01_4G_V1	W_01_4G_V1_Wall-Basic_SOCKET.stl							
W01_Wall-Basics	W_01_4G_V2	W_01_4G_V2_Wall-Basic_SOCKET.stl			1	1			
W01_Wall-Basics	W_01_IC_1x1_V1	W_01_IC_1x1_V1_Wall-Basic-InnerCorner_SOCKET.stl	1		1	1			
W01_Wall-Basics	W_01_IC_2x2_V1	W_01_IC_2x2_V1_Wall-Basic-InnerCorner_SOCKET.stl	2	1	1		1		1
W01_Wall-Basics	W_01_OC_1x1_V1	W_01_OC_1x1_V1_Wall-Basic-OuterCorner_SOCKET.stl							
W01_Wall-Basics	W_01_OC_2x2_V1	W_01_OC_2x2_V1_Wall-Basic-OuterCorner_SOCKET.stl	1						
W_02 Wall-Scenery-Starter			W02 Wall-Scenery-Starter						
W_02 Wall-Scenery-Starter	W_02_4G_V1	W_02_4G_V1_Wall-Scenery_Bricked-Door.stl		1					1
W_02 Wall-Scenery-Starter	W_02_4G_V2	W_02_4G_V2_Wall-Scenery_Dungeon.stl	1			1			
W_02 Wall-Scenery-Starter	W_02_4G_V3	W_02_4G_V3_Wall-Scenery_Fire-Basin.stl	2						
W_02 Wall-Scenery-Starter	W_02_4G_V4	W_02_4G_V4_Wall-Scenery_Fireplace.stl		1					
W_02 Wall-Scenery-Starter	W_02_WR_4G_V1	W_02_WR_4G_V1_Universal-Part-A_SOCKET.stl	2	1					1
W_02 Wall-Scenery-Starter	W_02_WR_4G_V2	W_02_WR_4G_V2_Universal-Part-A_SOCKET.stl	1			1			
W_02 Wall-Scenery-Starter	W_02_WR_4G_V3	W_02_WR_4G_V3_Universal-Part-A_SOCKET.stl							
W_02 Wall-Scenery-Starter	W_02_WR_4G_V4	W_02_WR_4G_V4_Universal-Part-A_SOCKET.stl		1					
W03 Low-Walls			W03 Low-Walls						
W03_Low-Walls	W_03_1.5G_V1	W_03_1.5G_V1_Low-Walls_Half-Grid-left_SOCKET.stl	1	1				2	1
W03_Low-Walls	W_03_1.5G_V2	W_03_1.5G_V2_Low-Walls_Half-Grid-right_SOCKET.stl					2	1	1
W03_Low-Walls	W_03_1G_V1	W_03_1G_V1_Low-Walls_SOCKET.stl	2	1		1	2	3	1
W03_Low-Walls	W_03_2G_V1	W_03_2G_V1_Low-Walls_SOCKET.stl	1	2			2		
W03_Low-Walls	W_03_4G_V1	W_03_4G_V1_Low-Walls_SOCKET.stl	1	2		2			
W03_Low-Walls	W_03_IC_1x1_V1	W_03_IC_1x1_V1_Low-Walls-InnerCorner_SOCKET.stl	1	2			3	1	
W03_Low-Walls	W_03_OC_1x1_V1	W_03_OC_1x1_V1_Low-Walls-OuterCorner_SOCKET.stl	1						
W04 Wall-Scenery_GreatHall-Diorama			W04 Wall-Scenery_GreatHall-Diorama						
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_2G_V1	W_04-GH_2G_V1_Great-Hall_Wall-Center.stl				3			
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_2G_V2	W_04-GH_2G_V2_Great-Hall_Wall-Left-End.stl		1	2	1			
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_2G_V3	W_04-GH_2G_V3_Great-Hall_Wall-Right-End.stl			3	1			
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_6G_V1	W_04-GH_6G_V1_Great-Hall_Wall-Centerpiece-Statue.stl			1	1			
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_WR_2G_V1	W_04-GH_WR_2G_V1_Universal-Part-A_SOCKET.stl		1	5	5			
W04_Wall-Scenery_GreatHall-Diorama	W_04-GH_WR_6G_V1	W_04-GH_WR_6G_V1_Universal-Part-A_SOCKET.stl			1	1			
W05 Wall-Scenery_GreatHall-Scatter			W05 Wall-Scenery_GreatHall-Scatter						
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_2G_V1	W_05-GH_2G_V1_Great-Hall_Wall.stl			2				
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_4G_V1	W_05-GH_4G_V1_Great-Hall_Wall.stl			3				
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_IC_2x2_V1	W_05-GH_IC_2x2_V1_GreatHall-InnerCorner.stl			2	2			
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_OC_2x2_V1	W_05-GH_OC_2x2_V1_GreatHall-OuterCorner.stl							
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_WR_2G_V1	W_05-GH_WR_2G_V1_Universal-Part-A_SOCKET.stl			2				
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_WR_4G_V1	W_05-GH_WR_4G_V1_Universal-Part-A_SOCKET.stl			3				
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_WR_IC-2x2_V1	W_05-GH_WR_IC-2x2_V1_Universal-Part-A_InnerCorner_SOCKET.stl			2	2			
W05_Wall-Scenery_GreatHall-Scatter	W_05-GH_WR_OC-2x2_V1	W_05-GH_WR_OC-2x2_V1_Universal-Part-A_OuterCorner_SOCKET.stl							
W06 Rope-Bridge-Wall-Template			W06 Rope-Bridge-Wall-Template						
W06_Rope-Bridge-Wall-Template	W_06-RB_4G_Part-A_V1	W_06-RB_4G_Part-A_V1_RopeBridge_SOCKET.stl						1	1
W06_Rope-Bridge-Wall-Template	W_06-RB_4G_Part-B_V1	W_06-RB_4G_Part-B_V1_RopeBridge.stl						1	
W07 Wall-Scenery_LavaForge			W07 Wall-Scenery_LavaForge						
W07_Wall-Scenery_LavaForge	W_07-LF_4G_V1	W_07-LF_4G_V1_Wall-Scenery_Lava-Forge.stl							
W07_Wall-Scenery_LavaForge	W_07-LF_WR_4G_V1	W_07-LF_WR_4G_V1_Universal-Part-A_SOCKET.stl							
B01 DioramaBorders			B01 DioramaBorders						
B01_DioramaBorders	B_01-DB_1G_V1	B_01-DB_1G_V1_DioramaBorder.stl							
B01_DioramaBorders	B_01-DB_2G_V1	B_01-DB_2G_V1_DioramaBorder.stl							
B01_DioramaBorders	B_01-DB_4G_V1	B_01-DB_4G_V1_DioramaBorder.stl							
B01_DioramaBorders	B_01-DB_IC_1x1_V1	B_01-DB_IC_1x1_V1_DioramaBorder-InnerCorner_SOCKET.stl							
B01_DioramaBorders	B_01-DB_IC_2x2_V1	B_01-DB_IC_2x2_V1_DioramaBorder-InnerCorner_SOCKET.stl							
B01_DioramaBorders	B_01-DB_OC_1x1_V1	B_01-DB_OC_1x1_V1_DioramaBorder-OuterCorner_SOCKET.stl							
B01_DioramaBorders	B_01-DB_OC_2x2_V1	B_01-DB_OC_2x2_V1_DioramaBorder-OuterCorner_SOCKET.stl							
B02 Rocky-Cliff			B02 Rocky-Cliff						
B02_Rocky-Cliff	B_02-RC_4G_V1	B_02-RC_4G_V1_RockyCliff_Center_SOCKET.stl	1						
B02_Rocky-Cliff	B_02-RC_4G_V2	B_02-RC_4G_V2_RockyCliff_Left-End_SOCKET.stl	1						
B02_Rocky-Cliff	B_02-RC_4G_V3	B_02-RC_4G_V3_RockyCliff_Right-End_SOCKET.stl	1						
B03 Placeholder „Dungeon Fog“			B03 Placeholder „Dungeon Fog“						
B03_Placeholder „Dungeon Fog“	B_03-P_2G_V1	B_03-P_2G_V1_Fog-of-the-Dungeon.stl	1						

SET/Folder	ItemCode	File Name	A	B	C	D	E	F	G
B04_Wargaming-Transition-Stairs			B04_Wargaming-Transition-Stairs						
B04_Wargaming-Transition-Stairs	B_04-WS_2G_V1	B_04-WS_2G_V1_Wargaming-Transition-Stairs.stl							
B04_Wargaming-Transition-Stairs	B_04-WS_4G_V1	B_04-WS_4G_V1_Wargaming-Transition-Stairs.stl							
B04_Wargaming-Transition-Stairs	B_04-WS_IC_2x2_V1	B_04-WS_IC_2x2_V1_Wargaming-Transition-Stairs_Inner-Corner.stl							
B04_Wargaming-Transition-Stairs	B_04-WS_OC_2x2_V1	B_04-WS_OC_2x2_V1_Wargaming-Transition-Stairs_Outer-Corner_SOCKET.stl							
B05_OpenLOCK-Transition			B05_OpenLOCK-Transition						
B05_OpenLOCK-Transition	B_05-OT_2G_V1	B_05-OT_2G_V1_OpenLOCK-Transition_SOCKET.stl							
P01_Pillars			P01_Pillars						
P01_Pillars	P_01-DP_Part-A_V1	P_01-DP_Part-A_V1_Detachable-Pillar_Gargoyle-Option.stl				1			
P01_Pillars	P_01-DP_Part-A_V2	P_01-DP_Part-A_V2_Detachable-Pillar_Clean-Option.stl							
P01_Pillars	P_01-DP_Part-B_V1	P_01-DP_Part-B_V1_Detachable-Pillar_Top.stl				1			
P02_Crashed-Pillars			P02_Crashed-Pillars						
P02_Crashed-Pillars	P_02-DP_V1_Part-A	P_02-DP_V1_Part-A_Crashed-Detachable-Pillar_Gargoyle-Option				1			
P02_Crashed-Pillars	P_02-DP_V1_Part-B	P_02-DP_V1_Part-B_Crashed-Detachable-Pillar_TOP.stl				1			
P02_Crashed-Pillars	P_02-DP_V2_Part-A	P_02-DP_V2_Part-A_Crashed-Detachable-Pillar_Clean-Option.stl							
P02_Crashed-Pillars	P_02-DP_V2_Part-B	P_02-DP_V2_Part-B_Crashed-Detachable-Pillar_TOP.stl							
P02_Crashed-Pillars	P_02-DP_V3	P_02-DP_V3_Crashed-Detachable-Pillar_Gargoyle-Option.stl							
P02_Crashed-Pillars	P_02-DP_V4	P_02-DP_V4_Crashed-Detachable-Pillar_Clean-Option.stl							
R01_Constructions			R01_Constructions						
R01_Constructions	R-01-C_2x1_V1	R-01-C_2x1_V1_Construction_SOCKET.stl					3		
R01_Constructions	R-01-C_4x1_V1	R-01-C_4x1_V1_Construction_SOCKET.stl							
R01_Constructions	R-01-C_2x2_V1	R-01-C_2x2_V1_Construction_SOCKET.stl							
R01_Constructions	R-01-C_2x2_V2	R-01-C_2x2_V2_Construction_Flat-Surface_SOCKET.stl							
R01_Constructions	R-01-C_4x4_V1	R-01-C_4x4_V1_Construction_SOCKET.stl				10			6
R01_Constructions	R-01-C_8x8_V1	R-01-C_8x8_V1_Construction_SOCKET.stl							
R01_Constructions	R-01-CS_2x1_V1	R-01-CS_2x1_V1_Construction-solid_SOCKET.stl							
R01_Constructions	WIP	R-01-CS_4x1_V1_Construction-solid_SOCKET.stl							
R01_Constructions	R-01-CS_2x2_V1	R-01-CS_2x2_V1_Construction-solid_SOCKET.stl					11	10	3
R01_Constructions	R-01-CS_2x2_V2	R-01-CS_2x2_V2_Construction-solid_Flat-Surface_SOCKET.stl							1
R01_Constructions	R-01-CS_4x4_V1	R-01-CS_4x4_V1_Construction-solid_SOCKET.stl							
R01_Constructions	WIP	R-01-CS_8x8_V1_Construction-solid_SOCKET.stl							
R02_Raiser-Walls			R02_Raiser-Walls						
R02_Raiser-Walls	WIP	W_03_1.5G_V1_Low-Walls_Half-Grid-left_SOCKET.stl							
R02_Raiser-Walls	WIP	W_03_1.5G_V1_Low-Walls_Half-Grid-right_SOCKET.stl							
R02_Raiser-Walls	R_02-W_1G_V1	R_02-W_1G_V1_LevelUP_RaiserWall_SOCKET.stl					5	4	2
R02_Raiser-Walls	R_02-W_2G_V1	R_02-W_2G_V1_LevelUP_RaiserWall_SOCKET.stl				10	5	6	15
R02_Raiser-Walls	R_02-W_4G_V1	R_02-W_4G_V1_LevelUP_RaiserWall_SOCKET.stl				5	3	1	6
R02_Raiser-Walls	R_02-W_IC_1x1_V1	R_02-W_IC_1x1_V1_LevelUP_RaiserWall-InnerCorner_SOCKET.stl				4	12	10	14
R02_Raiser-Walls	R_02-W_OC_1x1_V1	R_02-W_OC_1x1_V1_LevelUP_RaiserWall-OuterCorner_SOCKET.stl					3	2	
R03_Raiser-Wall-Transitions			R03_Raiser-Wall-Transitions						
R02_Raiser-Walls	R_03-WT_2G_V1	R_03-WT_2G_V1_LevelUP_RaiserWallTransition-Left_SOCKET.stl							
R02_Raiser-Walls	R_03-WT_2G_V2	R_03-WT_2G_V2_LevelUP_RaiserWallTransition-Right_SOCKET.stl							1
R04_Stairs			R04_Stairs						
R04_Stairs	R_04-S_2x2_V1	R_04-S_2x2_V1_Stairs_SOCKET.stl		1	2		2	3	1
R04_Stairs	R_04-S_IC_2x2_V1	R_04-S_IC_2x2_V1_Stairs-InnerCorner_SOCKET.stl							
R04_Stairs	R_04-S_OC_2x2_V1	R_04-S_OC_2x2_V1_Stairs-OuterCorner_SOCKET.stl							
R05_Lava-Fall			R05_Lava-Fall						
R04_Lava-Fall	R_05-LF_4x2_Part-A_V1	R_05-LF_4x2_Part-A_V1_Lava-Fall_SOCKET.stl							
R04_Lava-Fall	R_05-LF_4x2_Part-B_V1	R_05-LF_4x2_Part-B_V1_Lava-Fall_SOCKET.stl							
R04_Lava-Fall	R_05-LF_4G_Part-C_V1	R_05-LF_4G_Part-C_V1_Center-Piece-Option_SOCKET.stl							
R04_Lava-Fall	R_05-LF_4G_Part-C_V2	R_05-LF_4G_Part-C_V2_Lava-Source-Option_SOCKET.stl							
R06_Pedestal-Stairs			R06_Pedestal-Stairs						
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_2x2_V1	R_06-PS_2x2_V1_Pedestal-Stairs_SOCKET.stl			4				
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_4x2_V1_Part-A	R_06-PS_4x2_V1_Part-A_Pedestal-Stairs-Pillar_SOCKET.stl			2				
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_4x2_V1_Part-B	R_06-PS_4x2_V1_Part-B_Pedestal-Stairs-Pillar.stl			2				
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_IC_2x2_V1_Part-A	R_06-PS_IC_2x2_V1_Part-A_Pedestal-Stairs-InnerCorner-Pillar_SOCKET.stl			4				
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_IC_2x2_V1_Part-B	R_06-PS_IC_2x2_V1_Part-B_Pedestal-Stairs-InnerCorner-Pillar.stl			4				
F_05-PS_Floor_Pedestal-Stairs	R_06-PS_OC_2x2_V1	R_06-PS_OC_2x2_V1_Pedestal-Stairs-OuterCorner_SOCKET.stl							
R07_Raiser-Half-Level-Constructions			R07_Raiser-Half-Level-Constructions						
R07_Raiser-Half-Level-Constructions	R_07-HC_2x2_V1	R_07-HC_2x2_V1_Half-Level-Construction_SOCKET.stl			4				
R07_Raiser-Half-Level-Constructions	WIP	R_07-HC_4x4_V1_Half-Level-Construction_SOCKET.stl							

SET/Folder	ItemCode	File Name	A	B	C	D	E	F	G
R08_Ground-Walls			R08_Ground-Walls						
R08_Ground-Walls	R_08-GW_1.5G_V1	R_08-GW_1.5G_V1_GroundWall_Half-Grid-left_SOCKET.stl							
R08_Ground-Walls	R_08-GW_1.5G_V2	R_08-GW_1.5G_V2_GroundWall_Half-Grid-right_SOCKET.stl							
R08_Ground-Walls	R_08-GW_1G_V1	R_08-GW_1G_V1_GroundWall_SOCKET.stl							1
R08_Ground-Walls	R_08-GW_2G_V1	R_08-GW_2G_V1_GroundWall_SOCKET.stl							
R08_Ground-Walls	R_08-GW_4G_V1	R_08-GW_4G_V1_GroundWall_SOCKET.stl							
R08_Ground-Walls	R_08-GW_IC_1x1_V1	R_08-GW_IC_1x1_V1_GroundWall-InnerCorner_SOCKET.stl							
R08_Ground-Walls	R_08-GW_OC_1x1_V1	R_08-GW_OC_1x1_V1_GroundWall-OuterCorner_SOCKET.stl							
R09_Stairs-Borders			R09_Stairs-Borders						
R09_Stairs-Borders	R_09-SB_1.5G_V1	R_09-SB_1.5G_V1_Stairs-Border-Short-Left_SOCKET.stl						1	1
R09_Stairs-Borders	R_09-SB_1.5G_V2	R_09-SB_1.5G_V2_Stairs-Border-Short-Right_SOCKET.stl					1		
R09_Stairs-Borders	R_09-SB_2G_V1	R_09-SB_2G_V1_Stairs-Border-Left_SOCKET.stl					1		
R09_Stairs-Borders	R_09-SB_2G_V2	R_09-SB_2G_V2_Stairs-Border-Right_SOCKET.stl					1	3	
R09_Stairs-Borders	R_09-SB_2G_V3	R_09-SB_2G_V3_Stairs-Border-Corner-Left_SOCKET.stl					1	2	
R09_Stairs-Borders	R_09-SB_2G_V4	R_09-SB_2G_V4_Stairs-Border-Corner-Right_SOCKET.stl							
R09_Stairs-Borders	R_09-SB_2x2_V1	R_09-SB_2x2_V1_Stairs-Ground-Border-Left_SOCKET.stl							
R09_Stairs-Borders	R_09-SB_2x2_V2	R_09-SB_2x2_V2_Stairs-Ground-Border-Right_SOCKET.stl							
R09_Stairs-Borders	R_09-SB_2x2_V3	R_09-SB_2x2_V3_Stairs-Ground-Border-Corner-Left_SOCKET.stl							
R09_Stairs-Borders	R_09-SB_2x2_V4	R_09-SB_2x2_V4_Stairs-Ground-Border-Corner-Right_SOCKET.stl							1
R10_Stairs-Center-Pieces			R10_Stairs-Center-Pieces						
R10_Stairs-Center-Pieces	R_10-SC_1x2_V1	R_10-SC_1x2_V1_Stairs_Center-Piece_SOCKET.stl			1				
R10_Stairs-Center-Pieces	R_10-SC_1x2_V2	R_10-SC_1x2_V2_Stairs_Center-Piece_SOCKET.stl			1				
R11_Raiser_Gateway			R11_Raiser_Gateway						
R11_Raiser_Gateway	R_11-G_1x1_Part-A_V1	R_11-G_1x1_Part-A_V1_Gateway_Floor-Front-Left_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x1_Part-A_V2	R_11-G_1x1_Part-A_V2_Gateway_Extra-Level_Floor-Front-Left_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x1_Part-B_V1	R_11-G_1x1_Part-B_V1_Gateway_Floor-Front-Right_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x1_Part-B_V2	R_11-G_1x1_Part-B_V2_Gateway_Extra-Level_Floor-Front-Right_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x2_Part-C_V1	R_11-G_1x2_Part-C_V1_Gateway_Floor-Center_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x2_Part-C_V2	R_11-G_1x2_Part-C_V2_Gateway_Extra-Level_Floor-Center_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_1x4_Part-D_V1	R_11-G_1x4_Part-D_V1_Gateway_Archway-Front_SOCKET.stl							
R11_Raiser_Gateway	R_11-G_2x4_Part-E_V1	R_11-G_2x4_Part-E_V1_Gateway_Archway-Center_SOCKET.stl							
S01_Castle-Rubble			S01_Castle-Rubble						
S01_Castle-Rubble	S_01-CR_1x1_V1	S_01-CR_1x1_V1_Castle-Rubble.stl							
S01_Castle-Rubble	S_01-CR_2x1_V1	S_01-CR_2x1_V1_Castle-Rubble.stl							
S01_Castle-Rubble	S_01-CR_2x2_V1	S_01-CR_2x2_V1_Castle-Rubble.stl							
S01_Castle-Rubble	S_01-CR_3x1_V1	S_01-CR_3x1_V1_Castle-Rubble.stl							
S01_Castle-Rubble	S_01-CR_3x2_V1	S_01-CR_3x2_V1_Castle-Rubble.stl							