

The XML node's description:

```
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<WallTransfer UnitSystem="Imperial">
  <Project>Project1</Project>
```

```
<!--list of walls) -->
```

```
<Walls>
```

```
<!-- First wall -->
```

```
<Wall>
```

```
<!--The dimension of the item -->
```

```
<StartPoint>
```

```
<X>0.000000</X>
```

```
<Y>0.000000</Y>
```

```
<Z>0.000000</Z>
```

```
</StartPoint>
```

```
<EndPoint>
```

```
<X>120.000000</X>
```

```
<Y>0.000000</Y>
```

```
<Z>0.000000</Z>
```

```
</EndPoint>
```

```
<!--The dimension of the wall -->
```

```
<Height>95.000000</Height>
```

```
<Thickness>4.500000</Thickness>
```

```
<!-- list of openings (door, windows) on the first wall -->
```

```
<Openings>
```

```
<Opening>
```

```
<!--The position of the insertion point. (the blue dot in the
pictures) -->
```

```
<Location>
```

```
<X>10.000000</X>
```

```
<Y>0.000000</Y>
```

```
<Z>0.000000</Z>
```

```
</Location>
```

```
<!--Control the hinge value of the item -->
```

```
<Mirrored>>false</Mirrored>
```

```
<!--When set to true, the opening will be flipped 180deg . It
will be offsetted to keep the specified location -->
```

```
<Flipped>>false</Flipped>
```

```
<!--The code identifying the door or window -->
```

```
<Model3D>Common.Door.Interior.Standard.Single</Model3D>
```

```
<!--The dimension of the item -->
<Width>38.000000</Width>
<Height>84.000000</Height>
<Depth>4.500000</Depth>
</Opening>
</Openings>
</Wall>
</Walls>
<!--list of walls) -->

<List of furniture or items -->
<Furnitures>
<Furniture>
<!--The position of the insertion point. (the blue dot in the pictures) -->
<Location>
<X>75.000000</X>
<Y>100.000000</Y>
<Z>0.000000</Z>
</Location>
<!--The direction of the item: default if 0, 90 is a quarter turn counter-
clock wise... -->
<Direction>0</Direction>
<!--The code identifying the item -->
<Model3D>Kitchen.Chair</Model3D>
<!--The dimension of the item -->
<Width>21.000000</Width>
<Height>42.000000</Height>
<Depth>21.000000</Depth>
</Furniture>
</Furnitures>

</WallTransfer>
```