

```

cfg = MazeDatasetConfig(
    name = "test",
    grid_n = 5,
    n_mazes = 1,
    maze_ctor = gen_dfs,
    ... # many, many options
)

```

```

ds = MazeDataset.from_config(cfg)

```

```

m: SolvedMaze = ds[0]

```

```

m.as_tokens(...)

```

```

<ADJLIST_START> (2,4) <--> (3,4) ; (1,3) <--> (1,4) ; (2,4) <--> (2,3) ;
(1,4) <--> (0,4) ; (2,0) <--> (3,0) ; (4,4) <--> (4,3) ; (4,2) <--> (4,3) ;
(3,1) <--> (3,2) ; (3,0) <--> (4,0) ; (4,1) <--> (4,2) ; (0,1) <--> (0,0) ;
(0,2) <--> (0,3) ; (2,2) <--> (1,2) ; (0,2) <--> (0,1) ; (1,1) <--> (1,0) ;
(3,3) <--> (3,2) ; (1,0) <--> (0,0) ; (0,2) <--> (1,2) ; (2,1) <--> (2,2) ;
(4,0) <--> (4,1) ; (2,1) <--> (2,0) ; (3,2) <--> (2,2) ; (1,3) <--> (0,3) ;
(3,4) <--> (4,4) ; <ADJLIST_END>

```

```

<ORIGIN_START> (1,3) <ORIGIN_END> <TARGET_START> (2,3) <TARGET_END>

```

```

<PATH_START> (1,3) (0,3) (0,2) (1,2) (2,2) (2,1) (2,0) (3,0) (4,0) (4,1)
(4,2) (4,3) (4,4) (3,4) (2,4) (2,3) <PATH_END>

```

```

m.as_ascii()

```

```

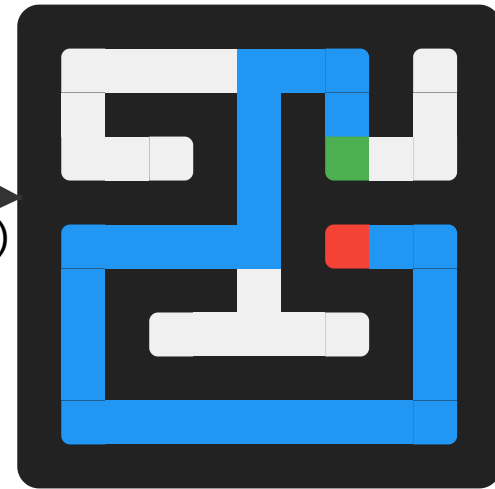
# # # # # # # # # #
#           X X X # #
#   # # # # X # X # #
#           # X # S   #
# # # # # X # # # # #
# X X X X X # E X X #
# X # # #   # # # X #
# X #           # X #
# X # # # # # # # X #
# X X X X X X X X X #
# # # # # # # # # #

```

```

m.as_pixels()

```



```

MazePlot(m)

```

