Project File 2

High Level Overview

This is the second version of the file format for projects for Sprite Studio. This version builds on the previous version and contains the original version within itself, while adding a few new parts. For more information, see the Project File Format document. Its extension is `.ctsp2` .

Description

This file format contains all data from the original project file. A file name string and version integer is written at the very beginning of the file, then the file proceeds as if it is an original project file. At the end however, data for shapes and lines is located.

Layout

This is the `.ctsp2` file format:

Entry Name	Entry Type	Entry Size (bytes)
File Name	`String`	6
File Version	`int`	4
CTSP File	`.ctsp`	Varying
Ellipse Chunk List	`Ellipse Chunk[]`	Varying
Rectangle Chunk List	`Retangle Chunk[]`	Varying
Linear Line Chunk List	`Linear Chunk[]`	Varying
Bezier Line Chunk List	`Bezier Chunk[]`	Varying

Revision

This is the `.ctsp2` file's format:

Entry Name	Entry Type	Entry Size (bytes)
File Name	`String`	6
File Version	`int`	4
CTSP File	`.ctsp`	Varying
Number of Artboard Shape and Line Chunks	`int`	4
Artboard Shape And Line Chunks	`ArtboardShapeAndLineChunk[]`	Varying

Artboard Shape and Line Chunk

This chunk contains all the relevant shape and line data for a particular artboard. These chunks are only generated for artboards that contain at least one line or shape. The layout for the chunk is:

Entry Name	Entry Type	Entry Size (bytes)
Artboard Name	`String`	Varying
Number Ellipses	`int`	4
Number Rectangles	`int`	4
Number Linear Lines	`int`	4
Number Bezier Lines	`int`	4
Ellipse Chunks	`EllipseChunk[]`	43 * Number Ellipses
Rectangle Chunks	`RectangleChunk[]`	31 * Number Rectangles
Linear Chunks	`LinearChunk[]`	25 * Number Linear Lines
Bezier Chunks	`BezierChunk[]`	Varying

Ellipse and Rectangle Chunks share a Shape Chunk.

The Shape Chunk format is:

Entry Name	Entry Type	Entry Size (bytes)
Fill	`boolean`	1
Border Color	`Color Pixel`	4

Fill Color	Color Pixel	4
Belongs to Visual Layer	boolean	1
Layer Index	int	4
Hide	boolean	1
X Offset from Owner	float	4
Y Offset from Owner	float	4
width	int	4
height	int	4

The Ellipse Chunk format is:

Entry Name	Entry Type	Entry Size (bytes)
Shape	Shape Chunk	31
X Radius	int	4
Y Radius	int	4
Iterations	float	4

The Rectangle Chunk format is:

Entry Name	Entry Type	Entry Size (bytes)
Shape	Shape Chunk	31

Both Linear and Bezier lines share a common line chunk. The line chunk's format is:

Entry Name	Entry Type	Entry Size (bytes)
Belongs to Visual Layer	boolean	1
Layer Index	int	4
Endpoint 1 X	int	4
Endpoint 1 Y	int	4
Endpoint 2 X	int	4
Endpoint 2 Y	int	4
Color	Color Pixel	4
Thickness	int	4

The Linear line chunk's format is:

Entry Name	Entry Type	Entry Size (bytes)
Line	`Line Chunk`	25

The Bezier line chunk's format is:

Entry Name	Entry Type	Entry Size (bytes)
Line	`Line Chunk`	25
Iterations	`float`	4
Number Control Points	`int`	4
Control Points	`Vector2f[]`	Number Control Points * 8