

This document describes structure of Star Display Layouts files. File consists of consecutive *Line Descriptors* ordered in the appearance of lines in display.

| | | | |
|-----|-----|-----|-----|
| LD1 | LD2 | LD3 | ... |
|-----|-----|-----|-----|

Figure 1: General file format

Format of any line in column is presented with one Line Descriptor. First byte of Line Descriptor is *control byte*.

| | | | | | | | |
|----------|---|---|---|---|---|---|---|
| 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| Reserved | | | | | | S | T |

T - line has only text

S - 0 if line is in left column, 1 if line is in right column

Figure 2: Control byte

If bit **T** is set to 1 Line Descriptor has following structure

| | | | | | | | |
|---------|---|------|----|--------|----|------|--|
| 0 | 7 | 8 | 15 | 16 | 23 | | |
| Control | | Mask | | Offset | | Text | |

Control - Control byte

Mask - star mask, if bit i is set star $i + 1$ presents on display

Offset - offset from EEPROM start to ingame star byte for current course

Text - 4 UTF-8 encoded symbols

Figure 3: Line Descriptor if **T** = 1

If bit **T** is set to 0 Line Descriptor has following structure

| | |
|---------|------|
| 0 | 7 |
| Control | Text |

Control - Control byte

Text - 20 UTF-8 encoded symbols

Figure 4: Line Descriptor if **T** = 0