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 0 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 1 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