Info on how this data should be interpreted based on the png headers and junk.

RGB with no alpha. 8 bits per color.

NOTE: PNG always contains 1 byte of padding on the start of a scanline

18 57 63 00 82 FF 60 00 A2 20 1C A8 00 10 60 B2 FE FF 07 00 68 F3 26 DA 8B A3 F8 F8 00 00 00 00

Start at 0x63 since the first 2 bytes are for zlib.

**0110\_0 01 1 0000\_0 000 1 000\_00 10 1111\_1111** **0 110\_0000** **0000\_ 0000**

**1010\_0** **010** **0010\_000 0** 0 **00 1\_1100**

1 – last block

01 – premade Huffman tables

0011\_0000 – Literal: 0

0000\_001 – Copy Distance: 3

0000\_0 – Backward Distance: 1

1111\_1111\_1 – Literal 255

0000\_011 – Copy Distance: 5

0000\_0 – Backward Distance: 1

0000\_010 – Copy Distance: 4

0010\_1 – Backward Distance: 7 + Extra = 7

0 – Extra: 0

0000\_100 – Copy Distance: 6

0011\_1 – Backward Distance: 13 + Extra = 13

00 – Extra: 0

Just to list what values we have,

0, 0, 0, 0, 255, 255, 255, 255, 255, 255, 0, 0, 255, 255, 0, 0, 0, 0, 0, 0,

0, 0,0,0, 255, 255,255,255,255,255, 0,255,255,255, 0,0,0,255,255,255

Without the first line padding

(0,0,0) (255,255,255) (255,255,255)

(255,255,255) (0,0,0) (255,255,255)

**0110\_0 01 1 0000\_0 000 1 000\_00 10 1111\_1111** **0 110\_0000** **0000\_ 0000**

**1010\_0** **010** **0010\_000 0** 0 **00 1\_1100**

Fliped around

0 00 1\_1100 0010\_000 0 1010\_0 010