**File Format Specifier:**

Char() "iBMSC" **69 42 4D 53 43**

Byte Version.Major **02**

Byte Version.Minor **04**

Byte Version.Build **00**

**Preferences:**

Char() "Pref" **50 72 65 66**

Integer Switches: **01 CF 1F 01** (&H 011FCF01) (&B 00000001 00011111 11001111 00000001)

Boolean NTInput Mask (&H 00000001) (&B 00000000 00000000 00000000 00000001)

Boolean ErrorCheck Mask (&H 00000002) (&B 00000000 00000000 00000000 00000010)

Boolean PreviewOnClick Mask (&H 00000004) (&B 00000000 00000000 00000000 00000100)

Boolean ShowFileName Mask (&H 00000008) (&B 00000000 00000000 00000000 00001000)

Boolean Show.Menu Mask (&H 00000100) (&B 00000000 00000000 00000001 00000000)

Boolean Show.ToolBar Mask (&H 00000200) (&B 00000000 00000000 00000010 00000000)

Boolean Show.OptionsPanel Mask (&H 00000400) (&B 00000000 00000000 00000100 00000000)

Boolean Show.StatusBar Mask (&H 00000800) (&B 00000000 00000000 00001000 00000000)

Boolean Show.LeftSplitter Mask (&H 00001000) (&B 00000000 00000000 00010000 00000000)

Boolean Show.RightSplitter Mask (&H 00002000) (&B 00000000 00000000 00100000 00000000)

Boolean Grid.Show.Grid Mask (&H 00004000) (&B 00000000 00000000 01000000 00000000)

Boolean Grid.Show.Sub Mask (&H 00008000) (&B 00000000 00000000 10000000 00000000)

Boolean Grid.Show.Background Mask (&H 00010000) (&B 00000000 00000001 00000000 00000000)

Boolean Grid.Show.MeasureNumber Mask (&H 00020000) (&B 00000000 00000010 00000000 00000000)

Boolean Grid.Show.MeasureLine Mask (&H 00040000) (&B 00000000 00000100 00000000 00000000)

Boolean Grid.Show.VerticalLine Mask (&H 00080000) (&B 00000000 00001000 00000000 00000000)

Boolean Grid.Show.ColumnTitle Mask (&H 00100000) (&B 00000000 00010000 00000000 00000000)

Boolean Grid.Show.BGA\_Layer\_Poor Mask (&H 00200000) (&B 00000000 00100000 00000000 00000000)

Boolean Grid.Show.STOP Mask (&H 00400000) (&B 00000000 01000000 00000000 00000000)

Boolean Grid.Snap Mask (&H 01000000) (&B 00000001 00000000 00000000 00000000)

Boolean Grid.DisableVerticalMove Mask (&H 02000000) (&B 00000010 00000000 00000000 00000000)

Boolean Grid.LockPanel.Left Mask (&H 04000000) (&B 00000100 00000000 00000000 00000000)

Boolean Grid.LockPanel.Middle Mask (&H 08000000) (&B 00001000 00000000 00000000 00000000)

Boolean Grid.LockPanel.Right Mask (&H 10000000) (&B 00010000 00000000 00000000 00000000)

Integer Grid.Divide **10 00 00 00** (&H 00000010) (&D 16)

Integer Grid.Sub **04 00 00 00** (&H 00000004) (&D 4)

Single Grid.Height **00 00 00 40** (&H 40000000) (&D 2.0) (&B 0 10000000 00000000000000000000000)

Single Grid.Width **00 00 80 3F** (&H 3F800000) (&D 1.0) (&B 0 01111111 00000000000000000000000)

Integer Grid.BColumnsCount **32 00 00 00** (&H 00000032) (&D 50)

**Header:**

Char() "Head" **48 65 61 64**

String Header.Title **09 4F 61 74 68 20 53 69 67 6E** ("Oath Sign")

String Header.Artist **04 44 6F 61 7A** ("Doaz")

String Header.Genre **05 41 6E 69 6D 65** ("Anime")

Integer Header.BPM **80 31 17 00** (&H 00173180) (&D 1520000)

Byte Header.Player\_Rank **30** (&B 00110000)

Integer Header.Player Mask (&H 0F) (&B 00001111) 'zero-based instead of one-based

Integer Header.Rank Mask (&H F0) (&B 11110000) 'Shift by 4

String Header.PlayLevel **02 31 39** ("19")

String Header.SubTitle **00** ("")

String Header.SubArtist **00** ("")

String Header.Maker **00** ("")

String Header.StageFile **00** ("")

String Header.Banner **00** ("")

String Header.BackBMP **00** ("")

String Header.MidiFile **00** ("")

String Header.Difficulty **00** ("")

String Header.DefexRank **00** ("")

String Header.Total **00** ("")

String Header.VolWav **00** ("")

String Header.Comment **00** ("")

String Header.LnType **01 31** ("1")

Short Header.LnObj **00 00**

**WAV List:**

Char() "WAV" **57 41 56 00**

Byte WAVOptions **03** (&B00000011)

Boolean WAV.AllowMultiSelect Mask (&H 01) (&B 00000001)

Boolean WAV.SynchronizeLabels Mask (&H 02) (&B 00000010)

Integer WAV.ItemCount **01 00 00 00**

Structure() WAV.Item **02 00 09 41 75 64 69 6F 2E 6D 70 33**

Short Index **02 00** '1-based

String "Audio.mp3" **09 41 75 64 69 6F 2E 6D 70 33**

**Beat:**

Char() "Beat" **42 65 61 74**

Short Beat.Numerator **04 00**

Byte Beat.Denominator **04** 'The actual index of the DomainUpDown

Byte Beat.BeatChangeMode **00**

Integer Beat.ItemCount **01 00 00 00**

Structure() Beat.Item **5F 00 00 00 00 00 00 00 68 40**

Short Index **5F 00** (&H 5F) (&D 95)

Double MeasureLength **00 00 00 00 00 00 68 40** (&H 40680000 00000000) (&D 192.0) (&B 0 10000000110 1000000000000000...)

**Expansion Code:**

Char() "Expn" **45 78 70 6E**

String Expansion.Text **00** ("")

**Note:**

Char() "Note" **4E 6F 74 65**

Integer NoteCount **01 00 00 00** 'This excludes the first BMP note

Structure() Note **00 00 00 00 00 00 F0 BF 01 00 00 00 80 31 17 00 00 00 00 00 00 00 00 00 00**

Double VPosition **00 00 00 00 00 00 F0 BF** (&H BFF00000 00000000) (&D -1.0) (&B 1 01111111111 0000000000000000...)

Integer ColumnIndex **01 00 00 00** (&D 1)

Integer Value **80 31 17 00** (&H 173180) (&D 1520000)

Byte Format **00**

Boolean LongNote Mask (&H 01) (&B 00000001)

Boolean Hidden Mask (&H 02) (&B 00000010)

Boolean Selected Mask (&H 04) (&B 00000100)

Double Length **00 00 00 00 00 00 00 00**

**Undo / Redo Commands:**

Char() "Undo" **55 6E 64 6F**

Integer UndoRedo.Count **64 00 00 00**  '1-based; This should always be 100 for this version of iBMSC

Integer UndoRedo.Pointer **00 00 00 00**  '0-based

Structure() AllCommands **01 00 00 00 01 00 00 00 01 00 00 00 FF 01 00 00 00 01 00 00 00 FF**

Integer UndoCommandsCount **01 00 00 00** 'This value is 0 if no commands

Structure() UndoCommands **01 00 00 00 FF**

Integer ByteLength **01 00 00 00**

Byte() Command **FF** 'NoOperation

Integer RedoCommandsCount **01 00 00 00**

Structure() RedoCommands **01 00 00 00 FF**

Integer ByteLength **01 00 00 00**

Byte() Command **FF** 'NoOperation