

Header

Lx	Ly	Ux	Uy	P#	O#
Lz	1	Uz	1	M#	RT

Box
LowerBox
UpperCount of Primitives, Operators, Matrices and
index of the root operator

1

Primitives (Upto MAX_PRIM_NODES)

TP	MX	Px	Py	Dx	Dy	F1	F2	R	G	RB	RE
PR	SB	Pz	1	Dz	1	F3	F4	B	A	CB	CE

type

position

direction

params

color

ctrl points

2

Operators (Upto MAX_OP_NODES)

TP	LC	F1	F2	Lx	Ly	Hx	Hy
RC	NX	F3	F*	Lz	1	Hx	1

type

params

Box
LowerBox
Upper

3

RES	BREAK	IS RC	UNARY	RANGE	LC OP	RC OP
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6 - 31

5

4

3

2

1

0

F* Flag Bits

3x4 Inverse Transformation for Primitives [row][col]

Node 1

00	01	02	03	10	11	12	13	20	21	22	23
00	01	02	03	10	11	12	13	20	21	22	23

Node 2

...

Node N

00	01	02	03	10	11	12	13	20	21	22	23
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4x4 Forward Transformation for Primitive Bounding Boxes

Node 1

00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33
00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33

Node 2

...

Node N

00	01	02	03	10	11	12	13	20	21	22	23	30	31	32	33
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Control Points For Sketched Objects

x0	y0	x1	y1	x2	y2	x3	y3	x4	y4	x5	y5
z0	w0	z1	w1	z2	w2	z3	w3	z4	w4	z5	w5

...

xm	ym
zm	wm

M Ctrl Points

4

5