

# Mad Studio file formats

## Player/missile editor

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### Players



Extension: \*.spr

Size: **42 bytes**

Offset	Number of bytes	Description
0	1	Player height
1	1	Player color
2..41	40	Player data

### Multi-color players

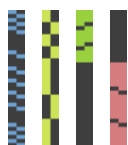


Extension: \*.mpl

Size: **174 bytes**

Offset	Number of bytes	Description
0	1	Player height
1	1	Player 0 X position
2	1	Player 1 X position
3	1	Player 2 X position
4	1	Player 3 X position
5	1	Player 0 color
6	1	Player 1 color
7	1	Player 2 color
8	1	Player 3 color
9	1	Player 0 size
10	1	Player 1 size
11	1	Player 2 size
12	1	Player 3 size
13	1	3rd color enable flag
14..53	40	Player 0 data
54..93	40	Player 1 data
94..133	40	Player 2 data
134..173	40	Player 3 data

## Missiles



Extension: **\*.msl**

Size: **36 bytes**

Offset	Number of bytes	Description
0	1	Missile height
1	1	Missile color
2..33	34	Missile data

## Text mode 0 editor



Extension: **\*.gr0**

Size: **960 bytes**

Resolution: **40 x 24, 2 colors**

Offset	Number of bytes	Description
0..959	960 bytes	Screen data



Extension: **\*.an2**

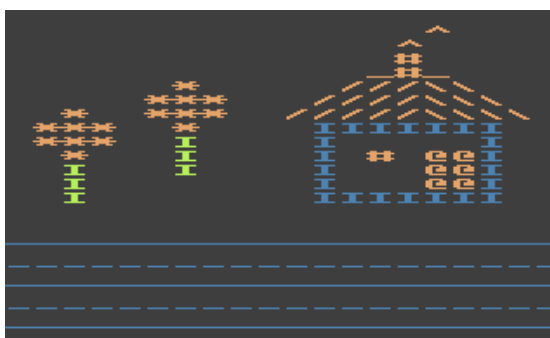
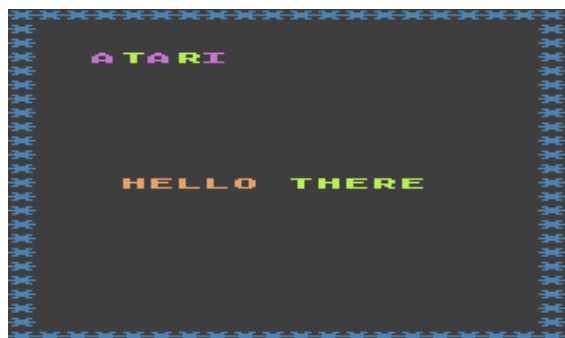
Size: max. **962 bytes**

Resolution: max. **40 x 24, 2 colors**

Offset	Number of bytes	Description
0	1	Max. X
1	1	Max. Y
2..max 961	Max. 960 bytes	Screen data

## Antic mode 6 and 7 editor

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Extension: **\*.gr1**

Size: **485 bytes**

Resolution: max. **20 x 24, 5 colors**

Offset	Number of bytes	Description
0..479	480 bytes	Screen data
480	1	Color 4
481	1	Color 0
482	1	Color 1
483	1	Color 2
484	1	Color 3



Extension: **\*.gr2**

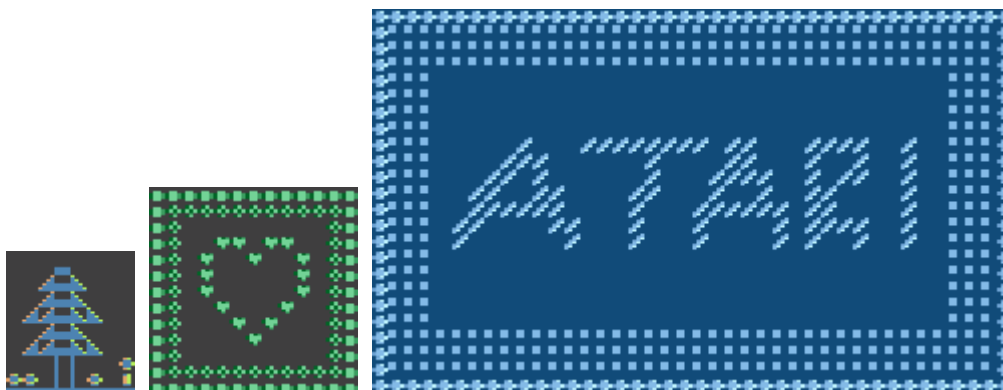
Size: **245 bytes**

Resolution: max. **20 x 12, 5 colors**

Offset	Number of bytes	Description
0..239	240 bytes	Screen data
240	1	Color 4
241	1	Color 0
242	1	Color 1
243	1	Color 2
244	1	Color 3

## Antic mode 4 and 5 editor

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Extension: **\*.an4**

Size: Max. **967 bytes**

Resolution: max. **40 x 24, 5 colors**

Offset	Number of bytes	Description
0	1	Max. X
1	1	Max. Y
2	1	Color 4
3	1	Color 0
4	1	Color 1
5	1	Color 2
6	1	Color 3
7.. max. 966	Max. 960 bytes	Screen data



Extension: **\*.an5**

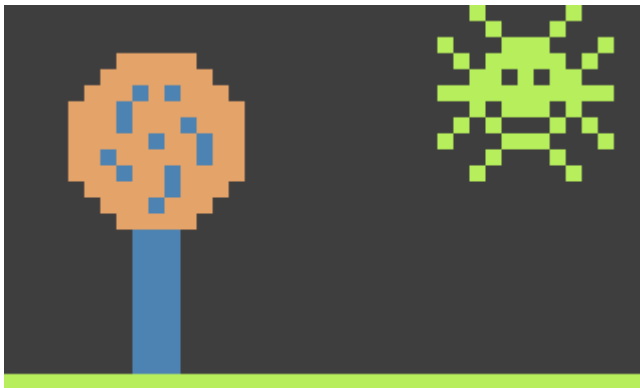
Size: Max. **487 bytes**

Resolution: max. **40 x 12, 5 colors**

Offset	Number of bytes	Description
0	1	Max. X
1	1	Max. Y
2	1	Color 4
3	1	Color 0
4	1	Color 1
5	1	Color 2
6	1	Color 3
7.. max. 486	Max. 480 bytes	Screen data

## Graphics editor

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Extension: \*.gr3

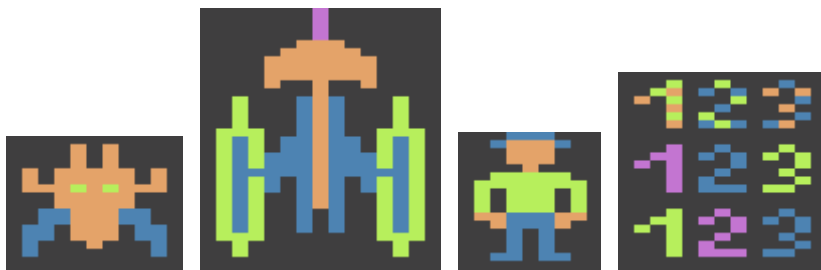
Size: **244 bytes**

Resolution: **40 x 24, 4 colors**

Offset	Number of bytes	Description
0..239	240 bytes	Screen data
240	1	Color 4
241	1	Color 0
242	1	Color 1
243	1	Color 2

## Antic mode 4 tile editor

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Extension: **\*.tl4**

Size: **variable size, max. 182 bytes**

Resolution: **min. 1 x 1, max. 4 x 5 characters, 4 colors per character, 5 colors per tile**

Offset	Number of bytes	Description
0	1	Tile height
1	1	Tile width
2.. max 183	Max. 182 bytes	Tile character data
	1	Inverse character flag