Mad Studio file formats

Player/missile editor

Player/missile resolution (single/double) is not included in the format. It is set later in the program.

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: max. **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.. Player height	Player height	Player 0 data
14 + Pl. height + 1 + Pl. height	Player height	Player 1 data
14 + 2*Pl. height + 2 + Pl. height	Player height	Player 2 data
14 + 3*Pl. height + 3 + Pl. height	Player height	Player 3 data

Missiles
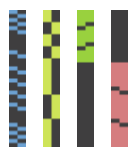
Extension: *.**msl**
Size: **36 bytes**

Offset	Number of bytes	Description
0	1	Missile height
1	1	Missile color
2..35	34	Missile data

Text mode 0 editor

Extension: *.**gr0**
Size: **960 bytes**
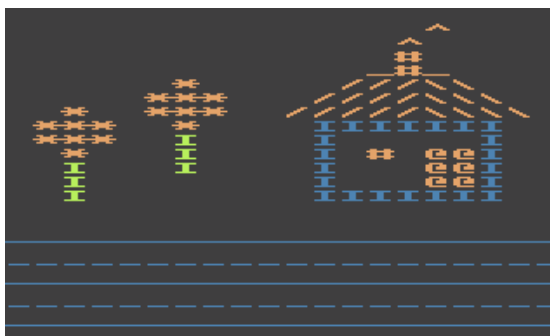Resolution: **40 x 24, 2 colors**

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

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
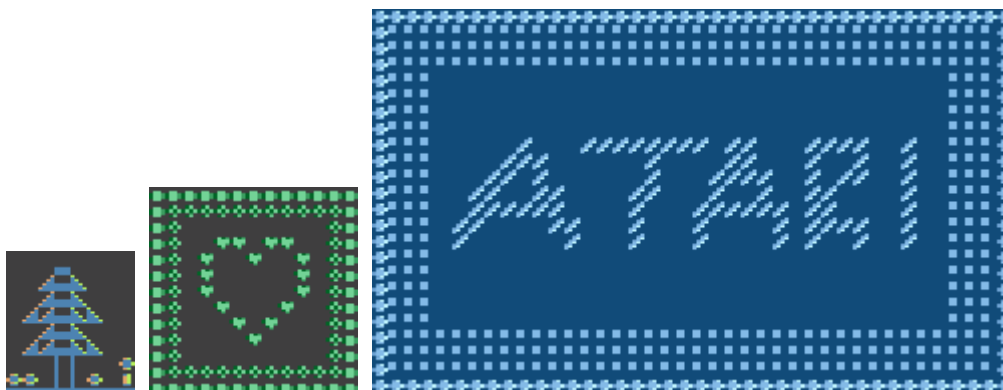
Extension: *.**an4**
Size: Max. **967 bytes**
Resolution: max. **40 x 24, 5 colors**

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
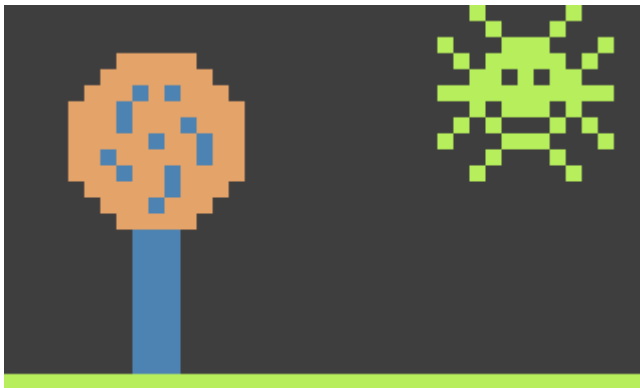
Extension: *.**gr3**
Size: **244 bytes**
Resolution: **40 x 24, 4 colors**

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
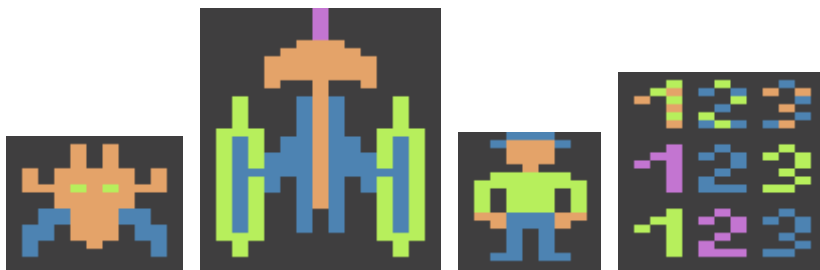
Extension: *.**tl4**
Size: **variable size, max. 182 bytes**
Resolution: **min. 1 x 1, max. 4 x 5 characters, 4 colors per character, 5 colors per tile**

Offset	Number of bytes	Description
0	1	Tile width
1	1	Tile height
2.. max 181	Max. 180 bytes (4 x 5 characters)	Tile character data (8 bytes of character definition data + 1 byte determining inverse flag for each character)