Header: Address (4 Bytes)

version - 4 bytes (character string) 1

frames - int32 (length of the STORM movie) 2

status - int32 (should be 6) 3

#molecules - int32 (number of peaks identified) 4

Master Data (x #molecules):

xo - float32 (original x coordinate) 5

yo - float32 (original y coordinate) 6

xc - float32 (drift corrected x coordinate) 7

yc - float32 (drift corrected y coordinate) 8

h - float32 (fit peak height) 9

a - float32 (fit peak area) 10

w - float32 (fit peak width) 11

phi - float32 (peak angle / orientation) 12

ax - float32 (peak aspect ratio) 13

bg - float32 (gaussian fit baseline) 14

i - float32 (sum - baseline for pixels included in the peak) 15

c - int32 (peak category [0..9]) 16

fi - int32 (fit iterations) 17

fr - int32 (first frame the peak was found in) 18

tl - int32 (track length, how many subsequent frames the peak was identified in) 19

lk - int32 (id of the next molecule in the trace, should be 0 I think) 20

zo - float32 (original z coordinate) 21

zc - float32 (drift corrected z coordinate) 22

After the master data there are the same records repeated for each frame in the movie, so the sum of header size & master data size is not as large as the file size.