Sheet1

Туре	File Header	Forward	Layer	Sketch	No
quartet	0x42	0x00	0x80	0x81	0x
	0x51	reserved	layer DPI or 0x00	reserved	8b order
	0x54	16b offset	16b offset to next layer	16b offset to	rese
	8b version	Top onser	100 oliset to flext layer	next sketch	
quartet	canvas DPI		layer width or 0x00	channels	four 8 * (2 ^ o)-bit offsets
	reserved		layer width or 0x00	depth	
	16b offset to		layer height or 0x00	chnk exp	
	bg color		layer fleight of 0x00	DPI divexp	
quartet	canvas width		layer x offset, signed		
	carivas widti		layer x onset, signed	fill color/text.	
	canvas		layer y offset, signed	16b offset to	
	height		layer y onset, signed	root node	
quartet			16b offset to first sketch		
			100 onset to mist sketch		
			layer name as a null-		
quartet			terminated UTF-8 string, 0-		
			padded to multiple of 4		
			bytes		

Sheet1

de	Chunk	Fill	Color	Texture	
82	0x83	0x84	0x85	0x86	
0x01	pixel data: channels * depth * 2^(exp * 2) bits, 0- padded to a multiple of 4+3 bytes	0-padded to a multiple of 4 + 3 bytes	channels	8b type	0x00
rved			color data: channels * depth * 1 bits, 0-padded to a multiple of 4 +1 bytes	texture data	channels depth
16b offset					texture width
16b offset					texture height
16b offset					16b offset to optional color
16b offset					16b offset to first node

Sheet1

Texture							
0x86							
0x01	0x02	0x03					
reserved	16b LPI	ID as a null- terminated					
16b offset to optional color	16b rotation through 180°	UTF-8 string, 0-padded to					
16b offset to	pattern	multiple of 4 bytes					
texture alias	reserved	Dytes					