

Sheet1

Type	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 next sketch	rese
	8b version				
quartet	canvas DPI		layer width or 0x00	channels	four 8 * (2 ^ o)-bit offsets
	reserved			depth	
	16b offset to bg color		layer height or 0x00	chnk exp	
				DPI divexp	
quartet	canvas width		layer x offset, signed	16b offset to fill color/text.	
	canvas height		layer y offset, signed	16b offset to root node	
quartet			16b offset to first sketch		
			layer name as a null- terminated UTF-8 string, 0- padded to multiple of 4 bytes		
quartet					

Sheet1

[illegible]

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