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 offcot	16b offset to next layer	16b offset to	rese
	8b version	16b offset	100 oliset to flext layer	next sketch	
quartet	canvas DPI		layer width or 0x00	channels	8 * (2 ^ o) 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	16b offset to	
				fill color/text.	
	canvas		layer y offset, signed	16b offset to	
	height		layer y onset, signed	root node	
quartet			16b offset to first sketch		
			TOD OHSEL TO HISL SKELCH		
			layer name as a null-		
quartet			terminated UTF-16 string, 0-		
			padded to multiple of 4		
			bytes		

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de	Chunk	Fill	Color	Texture		
82	0x83	0x84	0x85	0x86		
0x01			channels	0x00	0x01	0x02
rved	pixel data: channels * depth * 2^exp bits, 0-padded to a multiple of 4+3 bytes	color data: channels * depth * 1 bits, 0-padded to a multiple of 4 + 3 bytes	depth	channels	reserved	16b LPI
			color data: channels * depth * 1 bits, 0-padded to a multiple of 4 +1 bytes	depth		
16b offset				texture width	16b offset to optional color	16b rotation through 180°
16b offset				texture height	16b offset to	pattern
100 011361					texture alias	reserved
16b offset				16b offset to		
				optional color		
16b offset				16b offset to		
200 011000				first node		

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Text. Alias 0x87 reserved ID as a nullterminated UTF-16 string, 0-padded to a multiple of 4 bytes