Optimator File Formats

Versioning

Version X.Y.Z

X: Increases with big feature updates.

Y: Increases when one of the file formats is changed. This, along with the X value, depicts file compatibility (although, due to Z, files may render differently)

Z: Increases when a new stable version is released

Files

**ColourState**

FillOption(int):dataString;[repeat]

**ConnectorDet**

OutlineWidth[0],OutlineWidth[1]:Colour[0],Color[1]:Visible

**Spot**

pointX:pointY:pointXR:pointYD;connect:tension;ConnectorDet

**Piece**

X.Y.Z

PieceType;Line  
ColourState

Spot [1 per line]

**Set**

Set;X.Y.Z

pieceName;x:y:r:t:s:sm (Repeat for all pieces)

pieceName;x:y:r:t:s:sm;base (For base piece, positioned among above where appropriate for depth)

Joins

indexA;indexB;AX:AY:AXR:AYD;BX:BY:BXR:BYR;flipAngle(-1 false);indexSwitch(0 if flipangle -1) (Repeat for all joins)

**Scene**

Scene;X.Y.Z

timeLength

Width;Height

backgroundColorA,R,G,B

setName.optrs

pieceName.optrp

(Repeat two above as necessary)

Originals

X:y:r:t:s:sm

(Repeat above in matching order to pieces, noting that a set is made up of individual pieces)

Start time: action code: affected piece index: change size: change duration

(Repeat for all changes)

**Video**

Video;X.Y.Z

FPS;VideoWidth:VideoHeight

sceneName (repeat as necessary)

**Settings**

X.Y.Z

BG Colour