Optimator File Formats

**Piece**

**PointSpot**

rFrom;rTo;tFrom;tTo;originalX,originalY;rotatedX,rotatedY;turnedX,turnedY

(Repeat for all angles)

**Set**

**Scene**

timeLength

s:setName

p:pieceName

(Repeat two above as necessary)

Originals

X;y;r;t;s;sm (int form)

(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)