Optimator File Formats

**Piece**

ColourType;OutlineColourR,OutlineColourG,OutlineColourB,OutlineColourA: FillColourR,FillColourG,FillColourB,FillColourA: Further colours for gradients;OutlineWidth;PieceDetails

rFrom,rTo;tFrom,tTo;pointX,pointXR,pointY,pointYD: point2X,point2XR,point2Y,point2YD;join1,join2;solid1,solid2;drawn1,drawn2;

(Repeat above for all angles)

**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)