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)

**Spot**

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

(Repeat for all angles)

**DataRow**

**Join**

rFrom:rTo:tFrom:tTo;pointX,pointXR,pointY,pointYD

(Repeat for all angles)

**Set**

pieceName;x:y:r:t:s:sm (Base Piece)

pieceName;x:y:r:t:s:sm;baseIndex;spotX:spotY:spotXR:spotYD;flipangle(-1 false);indexSwitch(0 if flipangle -1) (All other pieces)

**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)