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

**Colour**

R.G.B.A

**ColourState**

FillOption:Colour[0],Colour[1][repeat]:Direction[0],Direction[1][repeat]:Details;

[repeat all for each layer]

**Spot**

pointX:pointY:pointXR:pointYD;tension;OutlineWidth[0],OutlineWidth[1];Colour[0],Color[1]

**Piece**

\*Piece;PieceName;X.Y.Z

PieceType;Line  
ColourState

Spot [1 per line]

**Set**

\*Set;SetName;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;SceneName;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

**WIP Image**

X.Y.Z

ScreenWidth,ScreenHeight;BGColour

Piece

[Piece as String]

(Repeat above as required)

Join

Aindex;bIndex

(Repeat above as required)