

# 1/2/3/4D data file structure - V1.1

## Header

Description	Type (size)
owner ('PROS')	integer (4 bytes)
format ('DATA')	integer (4 bytes)
version ('V1.0' or 'V1.1')	integer (4 bytes)
dataType (500 ... 504)	integer (4 bytes)
xDim (first dimension)	integer (4 bytes)
yDim (second dimension)	integer (4 bytes)
zDim (third dimension)	integer (4 bytes)
qDim (fourth dimension)	integer (4 bytes)

## Data

Data type	Description	Size (bytes)
500	(4) byte float array (r,r,r ...)	$xD*yD*zD*qD*4$
501	(4,4) byte complex array (r,i,r,i ...)	$xD*yD*zD*qD*8$
502	(8) byte double array (r,r,r ...)	$xD*yD*zD*qD*8$
503	(4),(4) byte float x-y array (x1,x2,x3,...), (y1,y2,y3,...)	$xD*yD*zD*qD*8$
504	(4),(4,4) byte float,complex array (x1,x2,x3,...) (r1,i1,r2,i2,r3,i3,...)	$xD*yD*zD*qD*12$

## Data types:

float: 4 byte floating point number  
double: 8 byte floating point number  
complex: 4 byte floating point (real,imaginary) pairs

All data in little-endian (PC) byte order.

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