Structure:
Header
InfoHeader
FrameData
       CanvasData
              LayerData

Header
Signature – 3 bytes – 'PXT'
Version code – 1 byte – 1
PerPixel – 1 byte – 3 (RGB)
InfoHeader
Width – 2 bytes
Height – 2 bytes
Frames – 1 byte – Number of frames (max number of frames is 255)
CurrentId – 2 bytes – ID of currently chosen frame
OverlayId – 2 bytes – ID of currently chosen frame
FrameData
Id – 2 bytes
NameLength – 1 byte – Length of the layer name
Name – NameLength bytes
Duration - 2 bytes – Duration in milliseconds
       CanvasData
       DrawnId – 2 bytes – ID of currently chosen layer
       Layers – 1 byte – Number of layers (max number of layers is 255)
              LayerData
              Id – 2 bytes
              NameLength – 1 byte – Length of the layer name
              Name – NameLength bytes
              Opacity – 1 byte – from 0 to 255
              Length of imageData – 4 bytes
              ImageData

ImageData is compressed using Quite OK Compression Algorithm
https://phoboslab.org/log/2021/11/qoi-fast-lossless-image-compression

The name of the format is PXT