major version uint8 // major and minor version information to support format changes

minor version uint8

num nodes uint64 // number of nodes in the vascular graph

num edges uint64 // number of edges in the vascular graph

skeleton start uint64 // file address for the start of the skeleton data

surface start uint64 // file address for the start of the surface data

volume start uint64 // file address for the start of the volume data

EDGES

e0 n0 uint64 // index of the first node of the first edge

e0 n1 uint64 // index of the second node of the first edge

skeleton offset uint64 // file address to the start of the skeleton data for edge 0

surface offset uint64 // file address to the start of the surface data for edge 0

volume offset uint64 // file address to the start of the volume data for edge 0

...

em n0 uint64 // index of the first node of edge m

em n1 uint64 // index of the second node of edge m

skeleton offset uint64 // file address to the start of the skeleton data for edge m

surface offset uint64 // file address to the start of the surface data for edge m

volume offset uint64 // file address to the start of the volume data for edge m

SKELETON

n0 vertex 4x float32 // coordinate and radius for the vertex representing node 0

...

nm vertex 4x float32 // coordinate and radius for the vertex representing node m

e0 num points uint64 // number of points in edge 0 (e0 skeleton offset points here)

e0 p0 4x float32 // coordinate and radius for the first point in edge 0

...

e0 pk 4x float32 // coordinate and radius for point k in edge 0

e1 num points uint64 // number of points in edge 1 (e1 skeleton offset points here)

e1 p0 4x float32 // coordinate and radius for the first point in edge 1

...

SURFACE

<undeveloped>

VOLUME

<undeveloped>