* Big Endian due to match of magic number

A screenshot of a computer program

Description automatically generated

* Schematic
  + Header
    - 32-bit Integer that serves as the magic number to be checked by the reader.
    - 2 8-bit Integers that represent major then minor version numbers, respectfully, that have values checked to ensure that the correct version of file is being read.
    - 16-bit short that represents the number of images contained within the file.
  + Image Data
    - 32-bit Integer that represents the width of the image.
    - 32-bit Integer that represents the height of the image.
    - Pixel data (An array of 24-bit integers that are width\*height long) that represents RGB values for each pixel in the image.
  + Checksum
    - 32-bit integer at the end of the file representing the checksum.
  + Offsets
    - Static (Address in hex)
      * Magic Number: 0x00000000
      * Major Version: 0x00000004
      * Minor Version: 0x00000005
      * Image Count: 0x00000006
      * Image 1 Width: 0x00000008
      * Image 1 Height: 0x0000000C
      * Image 1 Pixel Data: 0x00000010
    - Dynamic (Address in bytes)
      * Image 2 Width:

(W(n-1) \* H(n-1)) + 1

* + - * Image 2 Height:

(W(n-1) \* H(n-1)) + 5

* + - * Image 2 Pixel Data:

(W(n-1) \* H(n-1)) + 9

* + - * Checksum:

(egi\_file\_length – 4)