

Byte	0	1	2	3	4	5	6	7
Hex	54	45	4D	44	@@	##	\$\$	\$\$
Description	T	E	M	D	nBits / 8→B	# of layers	Offset	
Byte	8	9	A	B	C	D	E	F
Hex	%%	%%	%%	%%	&&	&&	&&	&&
Description	Width		Height		Spawn point X		Spawn point Y	
Byte	E	F	10	11	...			
Hex	UTF-8	UTF-8	UTF-8	UTF-8	...			
Description	Map name				...			

n: Offset

Byte	n		Byte	n+W·H·B		Byte	n+2(W·H·B)	
Hex	Layer	...	Hex	Layer	...	Hex	Layer	
Description	Terrain	...	Description	Wall	...	Description	Wire	...

All values are stored in Little endian

Tile numbers are BYTE or SHORT; 8-Bit / 16-Bit signed integer.

In 8-Bit, MapDataSize = width*height

In 16-Bit, MapDataSize = width*height*2

Number of tiles available: $2^{(nBits)}$

Tilesheet image: 16 tiles in single row, number of rows are $(2^{32}-1) / \text{tileHeight}$.