Project file format

# Filename

The user can select any filename for the project.

The filename of the backup will be created adding a “.bck” suffix to the filename, just before the actual extension (if any used).

Example:

* Filename = “[path]\media.icm”
* Corresponding backup filename = “[path]\media.bck.icm”

# File structure

The media project format consists of the following structure:

|  |  |  |
| --- | --- | --- |
| Name | Size | Description |
| Header | sizeof(long) | Pointer (Offset from 0 to the serialized project object) |
| Resources | Variable (Total size of resource files) | Serialized resources |
| Serialized project object | Variable | Xml serialized Project file |

# Saving process

## Operation sequence (New file)

1. Pointer to serialized project object is written as a long value
2. The resources in the MediaProject object are serialized in decreasing size order
3. The ProjectFile object is serialized as Xml after the Resources segment

## Operation sequence (File already exists)

1. A backup is created copying the file to the backup location (see Filename for additional details). If the backup already exists, it is deleted.
2. The previously serialized MediaProject object is read and changes to resources are evaluated
3. The location (offset) of the first non-deleted file is evaluated (if no resource was deleted, the offset will be the end of the existing Resources segment)
4. The new resources and the old ones that were located after the evaluated offset are serialized in decreasing size order
5. The projectFile object is serialized as Xml after the Resources segment
6. The backup file is deleted