

## File Specifications

Every file that contain text have the following structure :

From the start of the file :

### Header :

[4 bytes] : Offset that points some data.

This is repeated n times.

### Data :

Comes immediatly after the header.

This contains data pointed by offsets in the header.

Each data entry ends with two bytes 0xff and 0x0a if it is not the end of the file.

Data can be :

-Lines of text

-A set of other offsets followed by data they point.

This is the same structure as for a file, except that all offsets are relative to parent's offset.

-Other data

### An example of file (this is not a real file) :

Offsets	Hexadecimal	Text
0x0000	10 00 00 00 20 00 00 00 50 00 00 00 64 00 00 00	.....
0x0010	54 68 69 73 20 69 73 20 61 20 74 65 78 74 FF 0A	This is a text..
0x0020	08 00 00 00 10 00 00 00 03 04 05 06 07 08 FF 0A	.....
0x0030	54 68 69 73 20 69 73 20 61 20 74 65 78 74 20 69	This is a text i
0x0040	6E 20 61 20 73 75 62 73 65 63 74 69 6F 6E FF 0A	n a subsection..
0x0050	00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D FF 0A	.....
0x0060	10 11 12 13 14 15 16 17 18 19 1A 1B 1C 1D 1E 1F	.....

Each offset is in the same color as data it points.

Data highlighted in black is not in any data entry.

NB : Actually, in files, there is two bytes before text that I don't what it is used for. I recommend keeping them since they are not displayed and can crash the game if they are not present.