

RMD File Format

RMD stands for Robot **M**elody. This file format is used to store melodies. RMD files are not the same as RSO files. RSO files hold the waveform information. RMD files hold information about notes, that is frequency and duration. The RMD format consists of a header and a body.

Header

The header contains format number, length of the body and 2 words, where the meaning is unknown

<i>Offset</i>	<i>Size</i>	<i>Description</i>	<i>Default value</i>
0x00	Word (2)	Format	6
0x02	Word (2)	Body length (Big Endian)	
0x04	Word (2)	Unknown	0
0x06	Word (2)	Unknown	0

Notice that 'body length' is Big Endian.

```
struct rmd_data {  
    uint16_t format;  
    uint16_t datalen;  
    uint16_t unknown2;  
    uint16_t unknown2;  
};
```

Body

The body contains the note information. Each note takes 4 bytes. Pauses are just notes with frequency 0. Each note is played in order as they are in file The format of a note is as follows:

<i>Offset</i>	<i>Size</i>	<i>Description</i>
0x00	Word (2)	Frequency in Hz (Big Endian)
0x02	Word (2)	Duration in ms (Big Endian)

The frequency must be in range of 220-14080.