|  |  |  |
| --- | --- | --- |
| Type | Name | Desc |
| Bytes | ESF | Identifier |
| Uint32 | File Version | EuroSound Version That wrote this file |
| SByte | Type of stored data | Type of stored data can be:  0 = SoundBank  1 = StreamSoundsFile  2 = Musics |
| Uint32 | HashCode | HashCode assigned to this file |
| Uint32 | Last Object ID | ID number of the last added object (each object of the tree view has an unique ID) |
| Uint32 | File Size | Size of this file |
| File Sections | | |
| Uint32 | File Section 1 |  |
| Uint32 | File Section 2 |  |
| Uint32 | File Section 3 |  |
| Uint32 | File Section 4 |  |
| Uint32 | File Section 5 |  |
| Uint32 | File Section 6 |  |
| String Data | | |
| String | Project Name | Name of this project assigned by the user |
| String | Project Description | Description of the current project could also be used as a task list. |
| String | Profile Name | Name of the profile used in this project |
| String | Profile Path | Path of the profile used in this project |

# Header

This section is common in all files.

# SoundBanks file sections usage:

File Section1: AudioData Offset

File Section 2: SoundsListData Offset

File Section 3: TreeViewData Offset

File Section 4: Target App

# StreamSounds file sections usage:

File Section1: Dictionary Data Offset

File Section 2: TreeViewData Offset

File Section 3: Target App

File Section 4: Sounds List Offset

# MusicBanks file sections usage:

File Section1: Dictionary Data Offset

File Section 2: TreeViewData Offset

File Section 3: Target App

# Soundbanks: Tree view data section

|  |  |  |
| --- | --- | --- |
| Type | Name | Desc |
| Uint32 | Nodes count | Count of all tree view nodes, discarding the four root nodes |
| After this we write all child nodes for each root node | | |
| Uint32 | Parent name | Write the ID of the parent node |
| Uint32 | Name | Write the ID of the current node |
| String | Node Text | Write the text of the current node |
| Uint32 | Selected image index | The selected image index that the node has selected |
| Uint32 | Image Index | The image index of the current node |
| Uint32 | Image key | The image key of the current node |
| Int32 | Fore color | The ARGB value of the current node |
| String | Tag | The tag of the current node |
| Boolean | Is Visible | Write if the current node is visible or not |
| Boolean | Parent is expanded | Write if the parent node is expanded or not |
| Boolean | Is expanded | Write if the current node is expanded or not |
| Boolean | Is selected | Write if the current node is selected or not |