Spindizzy Data Format

Brushes

Brush Header

b1 : $n_8n_7n_6n_5n_4n_3n_2n_1$
b2 : $l_8l_7l_6l_5l_4l_3l_2l_1$

$n_8n_7n_6n_5n_4n_3n_2n_1$	unique brush id
$l_8l_7l_6l_5l_4l_3l_2l_1$	brush definition byte length

Brush Reference

b1 : z_1 r_2r_1 **00010**
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2
b3 : $e_8e_7e_6e_5e_4e_3e_2e_1$

$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
r_2r_1	screen rotation for brush
$e_8e_7e_6e_5e_4e_3e_2e_1$	brush ref

Basic Block

b1 : z_1 **0000001** (standard square block)
b1 : z_1 **0000011** (trampoline)
b1 : z_1 **1000000** (water)
b1 : z_1 **1000011** (ice)
b1 : z_1 **10001** r_2r_1 (arrow)

b1 : z_1 **00** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_3t_2t_1$	standard block type (t > 0)
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
r_2r_1	screen rotation for block

Extruded Block

b1 : z_1 **0100001** (standard square block)
b1 : z_1 **0100011** (trampoline)

b1 : h_1 **01** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ h_3h_2

$t_3t_2t_1$	block type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$h_3h_2h_1$	column height from 0
r_2r_1	screen rotation for column

Column of Basic Blocks

b1 : z_1 **1100001** (standard square block)
b1 : z_1 **1100011** (trampoline)

Brush data file layout :

Brush Header

[**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]

…

[**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]

End of Brush Data

…

Brush Header

[**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]

…

[**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]

End of Brush Data

End of Brush Data

b1 : z_1 **11** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_3t_2t_1$	block type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2z_1$	z position
r_2r_1	screen rotation for column

Clue Block (triggers **Puzzle Piece** or **Lift**)

b1 : z_1 **101** $t_4t_3t_2t_1$
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_4t_3t_2t_1$	clue type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position

End of Brush Data

b1 : **00000000**
b2 : **00000000**

Screens

Screen header

b1 : $l_8l_7l_6l_5l_4l_3l_2l_1$
b2 : **0** $y_7y_6y_5y_4y_3y_2y_1$
b3 : **0** $x_7x_6x_5x_4x_3x_2x_1$
b4 : **000** t_1 $c_4c_3c_2c_1$

$l_8l_7l_6l_5l_4l_3l_2l_1$	screen definition byte length
$y_7y_6y_5y_4y_3y_2y_1$	y position
$x_7x_6x_5x_4x_3x_2x_1$	x position
$c_4c_3c_2c_1$	colour scheme
t_1	clock speed, %0 | %1 = normal | slow

Floor

The floor data comprises 2 bytes, which indicate either a basic block or a column of basic blocks. After decoding these bytes, the resulting structure must then be cloned over 0 ≤ x ≤ 7 then 0 ≤ y ≤ 7, starting at the (x, y) position stated in the data.

Brush Reference

b1 : z_1 r_2r_1 **00010**
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2
b3 : $e_8e_7e_6e_5e_4e_3e_2e_1$

$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
r_2r_1	screen rotation for brush
$e_8e_7e_6e_5e_4e_3e_2e_1$	brush ref

Basic Block

b1 : z_1 **0000001** (standard square block)
b1 : z_1 **0000011** (trampoline)
b1 : z_1 **1000000** (water)
b1 : z_1 **1000011** (ice)
b1 : z_1 **10001** r_2r_1 (arrow)

b1 : z_1 **00** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_3t_2t_1$	standard block type (t > 0)
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
r_2r_1	screen rotation for block

Extruded Block

b1 : z_1 **0100001** (standard square block)
b1 : z_1 **0100011** (trampoline)

Screen data file layout :

Screen Header

- **Floor**
- [**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]
- …
- [**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]
- **End of Terrain**
- [**Jewel** | **Lift** | **Enemy** | **Puzzle Piece**]
- …
- [**Jewel** | **Lift** | **Enemy** | **Puzzle Piece**]
- **End of Objects**

…

Screen Header

- **Floor**
- [**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]
- …
- [**Brush Reference** | **Basic Block** | **Column of Basic Blocks** | **Clue Block**]
- **End of Terrain**
- [**Jewel** | **Lift** | **Enemy** | **Puzzle Piece**]
- …
- [**Jewel** | **Lift** | **Enemy** | **Puzzle Piece**]
- **End of Objects**

End of Screens

b1 : h_1 **01** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ h_3h_2

$t_3t_2t_1$	block type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$h_3h_2h_1$	column height from 0
r_2r_1	screen rotation for column

Column of Basic Blocks

b1 : z_1 **1100001** (standard square block)
b1 : z_1 **1100011** (trampoline)

b1 : z_1 **11** $t_3t_2t_1$ r_2r_1
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_3t_2t_1$	block type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2z_1$	z position
r_2r_1	screen rotation for column

Clue Block (triggers **Puzzle Piece** or **Lift**)

b1 : z_1 **101** $t_4t_3t_2t_1$
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2

$t_4t_3t_2t_1$	clue type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position

End of Terrain

b1 : **00000000**
b2 : **00000000**

Jewel

b1 : Z_1 **0000 001**
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2
b3 : $j_8j_7j_6j_5j_4j_3j_2j_1$

$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
$j_8j_7j_6j_5j_4j_3j_2j_1$	unique jewel id

Lift

b1 : Z_1 $t_4t_3t_2t_1$ **010**
b2 : $y_3y_2y_1$ $x_3x_2x_1$ z_3z_2
b3 : p_2p_1 $n_3n_2n_1$ $m_3m_2m_1$

$t_4t_3t_2t_1$	lift type
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position

$z_3z_2Z_1$	initial z position
$m_3m_2m_1$	min z position
$n_3n_2n_1$	max z position
p_2p_1	pause amount at extents, %00 | %01 | %10 | %11 = 0 | 2 | 4 | 6 secs

Enemy

```
b1 : Z1 000 t1 011
b2 : y3y2y1 x3x2x1 z3z2
b3 : 0 i7i6i5i4i3i2i1
```

t_1	enemy type, %0 | %1 = gyro | ball (when player is default model)
$x_3x_2x_1$	initial x position
$y_3y_2y_1$	initial y position
$z_3z_2Z_1$	z plane in which enemy moves
$i_7i_6i_5i_4i_3i_2i_1$	inertia, higher is less inertia, $40 is normal, e_2e_1 is ignored later

Puzzle Piece (triggered by **Clue Block**)

```
b1 : Z1 t4t3t2t1 1 r2r1
b2 : y3y2y1 x3x2x1 z3z2
b3 : b8b7b6b5b4b3b2b1
```

$t_4t_3t_2t_1$	puzzle ID
$x_3x_2x_1$	x position
$y_3y_2y_1$	y position
$z_3z_2Z_1$	z position
r_2r_1	screen rotation for brush
$b_8b_7b_6b_5b_4b_3b_2b_1$	brush ref

End of Objects

```
b1 : 00000000
```

End of Screens

```
b1 : 00000000
```