		Name		Position	YPF Formati Len(bytes)	(ver 17) sampleData	description	
		Version Width		0	2	11 00(dec17)		
		Width Height Depth		+2 +2	2	22 01(dec290) 11 01(dec273)		
hasPalette			+2	4	03 00 00 00 (dec3) 01 00 00 00 (dec1)	0==false, 1==true		
		Palette DataPosition		+4 +512	512	 51 02 00 00 (dec:593)	If(hasPalette==1)   RealDataPosition(00 00 02 51)	
		nageSet Count		+4		01 00 (dec:1)		
_		dur	mmv1ien	#2		00 00	(Imageset is consist of somedatas, frames, actions, states, state transes) dummy data len	
dummyinfo	dummyTposition dummyTdata(IDX 母星)			4	4		dummy data potision	lf(Dummy1Len!=0)
_		fra	mecount	dummy1position +Dummy1Len	Dummy1Len 2	01 00 (dec:1)	dummy is unknown data Frame is real image	it(Dummy1Len!=0)
			top left	+2 +2	2	01 ff (dec-240) 6f ff(dec-145)	bottom-top = frameHeight right-left = frameWidth	
			bottom right	+2	2	21 00 (dec:33)	bottom-top- frameHeight right-left = frameWidth	
		-		+2	2	91 00 (dec:145)		
		flag		+2	4	05 00 00 00 bytes = 0.0.0.00000101bits (hasAlpha,hasBase,hasDepth)	#(2bit==1) hasBace=true( flag & 00000100) #(0bit==1) hasDepth=true( flag & 00000001)	
			alphalen	+4	4	78 7a 00 00(dec:31352)	intuott==1) hasbepth=true( had & 00000001)	if(hasAlpha)
			alphaotiset baseofiset	+4	4	00 00 00 00 (dec0) 78 7a 00 00 (dec31352)	alphaDataIndex = dataPosition + alphaOffset	if(hasAlpha) if(hasBase)
	frame#0		baselen depthtype	+4	4	D2 61 00 00 (dec.25042)	ver 14 no has BaseLen Data (BaseLen = frameHeight* frameWidth)	if(hasBase && Iv14) if(hasDepth && Iv16 && Iv14)
			depthval2	+1	2	00 80 (dec:32768)		if(hasDepth && Iv16 && Iv14)
			depthnearestdist depthoffset	+2	2	46 00 (dec:70) 4a dc 00 00(dec:56394)		if(hasDepth && Iv16 && Iv14) if(hasDepth && Iv16 && Iv14)
			depthsize	+4	4	7b 22 00 00 (dec8827)		if(hasDepth && Iv16 && Iv14)
			dummy2position	4	4	05 00 00 00 (dec5) C5 FE 00 00 (dec65221)	dummy2 data len dummy2 data position	if(Dummy2Len!=0)
			dummy2data(IDX 叫至)	Dummy2position	Dummy2Len	alphaData(0):00 00 00 00(dec0) => rows[0]:0		lf(Dummy2Len!=0)
ļ		alphadata(Base까지 IDX 따로)		DataPosition+alphaOffet(593+0)	FrameHeight*4 ((33+240=273)*4=1092	alphaData(1):0c 00 00 00(dec:12) => rows(1):6 alphaData(2):1c 00 00 00(dec:12) => rows(1):6	1)Get rows data rows[0] = alphaData[0]-0/2; rows[1] = alphaData[1]-alphaData[0]/2;	if(hasAlpha)
						 alphaData(271):20 76 00 00(dec:30240) => rows[271]:6 alphaData(272):2c 76 00 00(dec:30252) => rows[272]:6	rows[frameHeight] = alphaData[frameHeight]-alphaData[frameHeight-1]/2; alphaMask[0][0] = (data1&11111000) => data1's up 5 bits = 00000bits = 0	
		alphamask@frameh eight[[framewidth] => default vat0x00 read until dataoffset + alphaoffet + alphale n	alphamask[0](0~115):0 alphamask[0](116~framewidth-1]:0	+frameHeight*4	(11bit) data1(8bit) + data2(8bit)	data1:00000000 data2:01110011 bits => alphaMask(0).len = 000 01110011 bits = 115	alphaMask[0][0] = (data1&11111000) => data1's up 5 bits = 00000bits = 0 alphaMask[0][1] = data1&11111000) => data1's up 5 bits = 00000bits = 0 	xxxxx yyy yyyyyyy => x mean alphaMaskData , y mean alphah
frameinfo			alphamask[1][0]:8 alphamask[1][1~framewidth-1]:0	+2	(11bit) data1(8bit) + data2(8bit)	data1:00001000 data2:00000001 bits => alphaMask[1].len = 000 00000001 bits = 1	alphaMask[0][114] = data18:11111000) => data1's up 5 bits = 00000bits = 0 alphaMask[1][0] = (data18:11111000) => data1's up 5 bits = 01000bits = 8	
			alphamask[frameHeight]	+2	(11bit) data1(8bit) + data2(8bit)	data1:00000111 data2:11111111 bits	alphaMask(0+frameWidth*frameHeight)=data18:0xf8 alphaMask(1+frameWidth*frameHeight)=data18:0xf8	
actioninfo(ani)	frame#1 frame#8	Bzeńnage colonig.		DataPosition + Base Offset (59 a - 3133.2)	Baskn		aighathadaig (limb) (in-r framel/Vigith framel eiright) data 180x88	Color Pallet's Index
actioninfo(ani)	action#0 action#1 action#N	actionElement#0	time1 time2 alcinelisementours traineredux time time time time time time time time	+4 +6 +6 +2 +2 +4 +4 action@ementOffset	6 6 7 2 2 2 4 4 4 4 1 1 1 1 1 1 1 1 1 1 1 1 1			Ractordizari-d)  disactordizari-d)
action/info(ani)	action#1	actionElement#O actionElement#Nstar	time2 stricelementount framework framework framework stricelementen schoolsmosten scho	+6 +6 +2 +2 +2 +4 +4 +4 +4 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2			East-conferenti (col-d): Raticolifementi (col-d): Raticolifementi (col-d): Raticolifementi (col-d): Raticolifementi (col-d): Raticolifementi (col-d):
actioninfo(ani)	action#1	actionElement#0 actionElement#Nstar	time2 stricelementount framework framework framework stricelementen schoolsmosten scho	+6 +6 +2 +2 +2 +4 +4 +4 +4 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1 +1	6 6 2 2 2 2 4 4 4 4 4 4 4 4 4 4 4 4 4 4			If(actionElementLenl=0)   If(actionElementLenl=0)   If(actionElementLenl=0)
action(nfo(ani)	action#1	sta	time2 actionelimentount framewhole actionelimentount framewhole actionelimenton actionelimenton actionelimenton actionelimenton actionelimentofface disheartaction (Rg Mr-dummyhilki) disheart disheartaction disheartac	-6	6 6 2 2 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4			EartonRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0;
actionInfo(ani)	action#1	sta	Issue  Scicellenericoust  Transcrictous  Scicellenericoust  Scientific  Sci	+6 +6 +6 +2 +2 +2 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4 +4	6 6 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2			EartonRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0; RationRement coi-0;
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	action#1action#N state#0	stateElemet#0	time2 actionelimentourit framewhole actionelimentourit framewhole actionelimentorit	-6	6 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7			Bactoritament ani-0
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StateInfo	action#1 action#N action#N state#0	stateElemet#0	time2  SticrellmentCourt  Tapricide  SticrellmentCourt  Storellment an  Sticrellment an  St	6    6    6    6    6    6    6    6				Bactoritament ani-0
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