

DRAW part of a circle

Offset(h)	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	
00000000	44	72	61	77	C9	00	00	00	00	00	00	00	44	72	61	77	DrawÉ.....Draw
00000010	20	20	20	20	20	20	20	20	FF	31	01	00	FF	D7	00	00	ÿ1..ÿ×...
00000020	FF	9D	01	00	FF	4F	01	00	0B	00	00	00	58	00	00	00	ÿ...ÿO.....X...
00000030	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000040	00	05	00	00	00	01	00	00	00	00	F0	3F	00	00	00	00ð?....
00000050	02	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
00000060	00	00	00	00	01	00	00	00	01	00	00	00	01	00	00	00
00000070	00	00	00	00	01	00	00	00	80	00	00	00	88	13	00	00€....^...
00000080	02	00	00	00	54	00	00	00	FF	31	01	00	FF	D7	00	00T...ÿ1..ÿ×...
00000090	FF	9D	01	00	FF	4F	01	00	FF	FF	FF	FF	00	00	00	00	ÿ...ÿO..ÿÿÿÿ....
000000A0	00	00	00	00	42	00	10	20	02	00	00	00	2F	8E	01	00B... .. /ž...
000000B0	6D	3E	01	00	06	00	00	00	18	8E	01	00	DB	75	01	00	m>.....ž...Ûu...
000000C0	DB	21	01	00	DB	75	01	00	D0	21	01	00	6D	3E	01	00	Û!...Ûu...ð!...m>..
000000D0	00	00	00	00													

00000080 02 00 00 00 Start of new object 54 00 00 00 how many bytes in object
 FF 31 01 00 FF D7 00 00 FF 9D 01 00 FF 4F 01 00 Bounding box
 FF FF FF FF No Fill
 00 00 00 00 Outline Colour (Black)
 00 00 00 00 line width (thin)
 42 00 10 20 Path style (plain)

Then the object

Move to X Y

Draw to X Y The two sets of numbers in each of the dotted boxes are X and Y coordinates of curve flyouts

Ending with 00 00 00 00

Note with coordinates lowest value byte first highest value last.

Draw Circle

Offset (h)	00	01	02	03	
00000000	44	72	61	77	Draw
00000004	C9	00	00	00	É...
00000008	00	00	00	00
0000000C	44	72	61	77	Draw
00000010	20	20	20	20	
00000014	20	20	20	20	
00000018	FF	31	01	00	ÿ1..
0000001C	FF	D7	00	00	ÿ×..
00000020	FF	9D	01	00	ÿ...
00000024	FF	4F	01	00	ÿO..
00000028	0B	00	00	00
0000002C	58	00	00	00	X...
00000030	00	00	00	00
00000034	00	00	00	00
00000038	00	00	00	00
0000003C	00	00	00	00
00000040	00	05	00	00
00000044	00	01	00	00
00000048	00	00	F0	3F	..ð?
0000004C	00	00	00	00
00000050	02	00	00	00
00000054	00	00	00	00
00000058	00	00	00	00
0000005C	00	00	00	00
00000060	00	00	00	00
00000064	01	00	00	00
00000068	01	00	00	00
0000006C	01	00	00	00
00000070	00	00	00	00
00000074	01	00	00	00
00000078	80	00	00	00	€...
0000007C	88	13	00	00	^...
00000080	02	00	00	00 Object 2 Path
00000084	AC	00	00	00	¬... Size &AC bytes
00000088	FF	31	01	00	ÿ1.. Bounding
0000008C	FF	D7	00	00	ÿ×.. .
00000090	FF	9D	01	00	ÿ... box
00000094	FF	4F	01	00	ÿO.. .
00000098	FF	FF	FF	FF	ÿÿÿÿ Fill = none
0000009C	00	00	00	00 Outline = Black
000000A0	00	00	00	00 Line width = thin
000000A4	42	00	10	20	B.. Path style (? Solid dotted etc)
000000A8	02	00	00	00 Move to
000000AC	2F	8E	01	00	/Ž.. X
000000B0	6D	3E	01	00	m>.. Y
000000B4	06	00	00	00 Draw to 06= curve
000000B8	18	79	01	00	.y.. First node X
000000BC	DB	55	01	00	ÛU.. First node Y
000000C0	DB	55	01	00	ÛU.. Second node X
000000C4	DB	55	01	00	ÛU.. Second node Y
000000C8	D0	41	01	00	ÐA.. Destination X

000000CC	6D 3E 01 00	m>..	Destination Y
000000D0	06 00 00 00	Draw to 06= curve
000000D4	BA 2C 01 00	°,..	First node X
000000D8	FE 26 01 00	p&..	First node Y
000000DC	BA 2C 01 00	°,..	Second node X
000000E0	01 01 01 00	Second node Y
000000E4	D0 41 01 00	DA..	Destination X
000000E8	92 E9 00 00	'é..	Destination Y
000000EC	06 00 00 00	The above two sections are
000000F0	E7 56 01 00	çV..	Repeated Another twice
000000F4	24 D2 00 00	\$Ò..	
000000F8	18 79 01 00	.y..	
000000FC	24 D2 00 00	\$Ò..	
00000100	2F 8E 01 00	/Ž..	
00000104	92 E9 00 00	'é..	
00000108	06 00 00 00	
0000010C	45 A3 01 00	E£..	
00000110	01 01 01 00	
00000114	45 A3 01 00	E£..	
00000118	FE 26 01 00	p&..	
0000011C	2F 8E 01 00	/Ž..	
00000120	6D 3E 01 00	m>..	
00000124	05 00 00 00	This may mean close path
00000128	00 00 00 00	End path