0x00 0x01 0x00 0x03 0x00 0x00 0xAD 0xAD 0x0D 0x0D 0x34 0x34 0x00 0x00 0x00 0x00

|——— V1 Header ———| |——————————————— V1 Color Block ————————————————| |————————

0xC7 0xC7 0x7A 0x7A 0x31 0x31 0x00 0x00 0x00 0x00 0xF1 0xF1 0x0F 0x0F 0x6B 0x6B

—————— V1 Color Block ————————————————| |——————————————— V1 Color Block ———————

0x00 0x00 0x00 0x02 0x00 0x03 0x00 0x00 0xAD 0xAD 0x0D 0x0D 0x34 0x34 0x00 0x00

————————| |——— V2 Header ———| |————————————————————————————————————————————————

0x00 0x00 0x00 0x06 0x00 0x61 0x00 0x64 0x00 0x30 0x00 0x64 0x00 0x33 0x00 0x34

————————— V2 Color Block —————————————————————————————————————————————————————|

0x00 0x00 0xC7 0xC7 0x7A 0x7A 0x31 0x31 0x00 0x00 0x00 0x00 0x00 0x06 0x00 0x63

|——————————————————————————————————————————————————————— V2 Color Block ———————

0x00 0x37 0x00 0x37 0x00 0x61 0x00 0x33 0x00 0x31 0x00 0x00 0xF1 0xF1 0x0F 0x0F

————————————————————————————————————————————————| |————————————————————————————

0x6B 0x6B 0x00 0x00 0x00 0x00 0x00 0x06 0x00 0x66 0x00 0x31 0x00 0x30 0x00 0x66

——————————————————————————— V2 Color Block ————————————————————————————————————

0x00 0x36 0x00 0x62

——————————————————|

**Legend:**

Yellow : Protocol version (1 or 2)  
Gray : Number of colors  
Light blue : Color space (RGB = 0, HSB = 1, CMYK = 2, Lab = 7, Grayscale = 8)  
Red : W variable (RGB = R, HSB = H, CYMK = C, Lab = L, Grayscale = Grayscale)  
Green : X variable (RGB = G, HSB = S, CYMK = Y, Lab = a, Grayscale = 0)  
Blue : Y variable (RGB = B, HSB = B, CYMK = M, Lab = b, Grayscale = 0)  
Purple : Z variable (RGB = 0, HSB = 0, CYMK = K, Lab = 0, Grayscale = 0)  
Teal : 0 (constant)  
Black : Name length (characters, not bytes)  
Dark blue : Color name in UTF16 encoding