FlatAero

Import Binary File | Copy Paste UInt 8 array

Copy past Uint 8 Array

```
[12. ......]
```

Import Table

Table Path [Placeholder] **Import**

```
// Demonstrates the ability to have vectors of unions, and also to
// store structs and strings in unions.

table Attacker {
  sword_attack_damage: int;
}

struct Rapunzel {
  hair_length: int;
}

struct BookReader {
  books_read: int;
}

union Character {
  MuLan: Attacker,  // Can have name be different from type.
  Rapunzel,         // Or just both the same, as before.
  Belle: BookReader,
  BookFan: BookReader,
  Other: string,
  Unused: string
}

table Movie {
  main_character: Character;
  characters: [Character];
}

root_type Movie;
file_identifier "MOVI";
```

Readable Buffer   **Decode**

JSON ▼

```
// DECODED Buffer comes here


we should start with the following
1- FB -> JSON
2- FB -> Readable Structure of FB (kinda gonna be hard)
```