the zoidberg engine

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zbe datafile

The zoidberg engine will use a custom binary data file to store all of the data it needs to run any given game. The data is laid out in a specific format and the this page will detail exactly how that data is stored.

Game data

- `unsigned int16`   -- zbe file version
- `2kB utf-8 string`   – Game name
- `unsigned int32`   – Total number of assets
- `2kB utf-8 string`   – Author
- `2kB utf-8 string`   – License
- `unsigned int16`   – Screen Capture Tiles Length
- `unsigned short[tilesLen]`   – Screen Capture Tiles
- `unsigned int16`   – Screen Capture Palette Length
- `unsigned short[paletteLen]`   – Screen Capture Palette
- `unsigned int16`   – Logo Tiles Length
- `unsigned short[tilesLen]`   – Logo Tiles
- `unsigned int16`   – Logo Palette Length
- `unsigned short[paletteLen]`   – Logo Palette
- Main Menu data
- Demo Cine data

Other thoughts

- Use the logo for the Menu entry. This removes need for a tricky bitmap font, esp. one that supports utf-8. Would still want to leave the strings in here, though, for when loading this ZEG in the editor.

Graphics Assets

- `unsigned int32`   – Total number of Background Tiles
- `unsigned int16`   – Background Tiles Length (All should be same)
- `unsigned short[tilesLen]`   – Background Tiles
- ...
- `unsigned int32`   – Total number of Sprite Palettes
- `unsigned int16`   – Sprite Palettes Length (All should be same)
- `unsigned short[tilesLen]`   – Sprite Palette
- ...
- `unsigned int32`   – Total number of Sprite Tiles
- `unsigned int16`   – Sprite Tiles Length (Specific to each sprite)
- `unsigned short[tilesLen]`   – Sprite Tiles
- ...

Game data

- `unsigned int32`   – Total number of Level datas
- Level data
- ...
- `unsigned int32`   – Total number of AI scripts
- AI script
- ...
- `unsigned int32`   – Total number of Cine Scripts
- Cine script

Subpage Listing

AI Script Bytecode
Cine Script Bytecode
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zbe v 1

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See Also

Level Data Format
[AI Script Format](#)
[Cine Script Format](#)

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