the zoidberg engine

Search this site

Welcome to the zoidberg engine Infosphere
Project Definition
Resources
Game Ideas
Documentation
The Team
To-Dos
Project updates
Files
Release Dates
Sitemap

136
days since
Project Due Date

Recent site activity

removed stuff
edited by Joe Balough

The Team
edited by rmb5299

removed stuff
edited by Joe Balough

cliCreator
edited by Joe Balough

Testing Framework
edited by Joe Balough

View All

Documentation > zbe datafile >

zbe v 1

Size and Type	Description	Sub-Section	Section
unsigned 16 bit int	zbe version (1000000000000000) *		Game Data
unsigned 32 bit int	Total number of assets in file		
unsigned 32 bit int	Total number of sprite graphics		Graphical Assets
unsigned 8 bit int	Width of the graphic represented in the next gfx **	gfx	
unsigned 8 bit int	Height of the graphic represented in the next gfx **		
unsigned 8 bit int	Top offset of the next gfx		
unsigned 8 bit int	Left offset of the next gfx		
unsigned 16 bit int	Length of next gfx's tiles		
length bytes bin	Tiles data		
...	...	gfx	
unsigned 32 bit int	Total number of background tile sets		
unsigned 16 bit int	Length of next tile set	Background Tiles	
length bytes bin	Tiles data		
...	...	Bg Tiles	
unsigned 32 bit int	Total number of palettes		
unsigned 16 bit int	Length of next palette	Palette	
length bytes bin	Palette data		
...	...	Palette	
unsigned 32 bit int	total number of Backgrounds	Header	Backgrounds
unsigned 32 bit int	Width of background in tiles	Background	
unsigned 32 bit int	Height of the background in tiles		
unsigned 8 bit int	Number of palettes being used		
unsigned 32 bit int	Palette id to use for palette 0		
...	Palette ids for remaining palettes to use		
unsigned 16 bit int	Length of next background map data		
length bytes bin	map data for this background		
...	...		
unsigned 32 bit int	Total number of objects to be described		Game Objects
unsigned 8 bit int	The weight of this object to be used in collision resolution	Obj Header	
unsigned 32 bit int	Number of animations for this object		
unsigned 16 bit int	Number of frames for this animation	Object Animations	
unsigned 32 bit int	ID of gfx for this frame of this animation		
unsigned 32 bit int	ID of the palette to use with this frame		
unsigned 8 bit int	Time (In screen blanks) to display this frame		
...	gfx and pal IDs and times for the remaining frames		
...	Remaining animations for this object		
...	...	Object	
unsigned 32 bit int	Total number of levels to be described		Levels
unsigned 32 bit int	Length of Level Name String	Header	
unsigned 8 bit chars	ASCII String representing level name		
unsigned 32 bit int	Width of the level in pixels		
unsigned 32 bit int	Height of the level in pixels		
...	...		

unsigned 32 bit int	Length of Graphical testing Explanation Message	Testing ***	
unsigned 8 bit chars	ASCII String describing what should happen in test		
...			
unsigned 32 bit int	Length of Graphical Testing Debug Message		
unsigned 8 bit chars	ASCII String describing what probably went wrong if failed		
...			
unsigned 16 bit int	Number of screen blanks to run this level		
unsigned 32 bit int	ID of Background to use as Background 0	Backgrounds	
unsigned 8 bit int	Background 0 scroll distance (screenOffset / distance)		
unsigned 32 bit int	ID of Background to use as Background 1		
unsigned 8 bit int	Background 1 scroll distance (screenOffset / distance)		
unsigned 32 bit int	ID of Background to use as Background 2		
unsigned 8 bit int	Background 2 scroll distance (screenOffset / distance)		
unsigned 32 bit int	ID of Background to use as Background 3		
unsigned 8 bit int	Background 3 scroll distance (screenOffset * distance)		
unsigned 32 bit int	ID of Background Tileset to use		
		Geometry	
unsigned 32 bit int	Total number of heroes in this level		
unsigned 32 bit int	Id for object to use as this hero	Hero	
unsigned 16 bit int	X coordinate		
unsigned 16 bit int	Y coordinate		
signed 32 bit int	The horizontal gravity to apply to this object (20.12 point)		
signed 32 bit int	The vertical gravity to apply to this object (20.12 point)		
...	object ids, x and y coordinates for remaining heroes		
unsigned 32 bit int	Total number of objects in this level		
unsigned 32 bit int	Id for object to use as this object	Objects	
unsigned 16 bit int	The X coordinate for this object		
unsigned 16 bit int	The Y coordinate for this object		
signed 32 bit int	The horizontal gravity to apply to this hero (20.12 point)		
signed 32 bit int	The vertical gravity to apply to this object (20.12 point)		
...	object ids, x and y coordinates for remaining objects		
...	Other levels		

* The MSB of the ZBE version field indicates whether built for testing. If this number ends with a 1, zbe will not load it unless compiled with `ZBE_TESTING` defined.

** The Width and Height of the graphic are not the size to which GRIT converts the images before processing, it is the width and height of the graphic contained within.

*** Testing segments are only present in the ZBE file if created using the `-t` option while running cliCreator. This version of the zbe file is not readable by the engine unless built with `ZBE_TESTING` defined.

See Also

cliCreator