

INITIAL

PATTERN - MATCHING

ATTEMPT

53	45	52	5a	00	00	01	00	ff	43	00	0c	00	00	00	ff
50	ff	ff	0a	00	00	00	63	52	65	63	6f	72	64	53	65
74	aa	82	d1	10	01	00	00	ff	50	ff	ff	06	00	00	00
00	52	65	63	6f	72	64	00	00	00	00	01	00	00	00	ff
50	ff	ff	0e	00	00	00	63	44	79	6e	61	6d	69	63	45
6e	74	69	74	79	28	ff	98	11	05	00	00	00	ff	50	ff
ff	09	00	00	00	43	6f	6d	70	6f	6e	65	6e	74	00	00
00	00	04	00	00	00	ff	50	ff	ff	0e	00	00	00	63	53
63	65	6e	65	72	79	52	65	6e	64	65	72	9a	c9	99	11
06	00	00	00	ff	56	ff	ff	0b	00	00	00	44	65	74	61
69	6c	4c	65	76	65	6c	ff	ff	06	00	00	00	73	49	6e
74	33	32	06	00	00	00	ff	56	ff	ff	06	00	00	00	47
6c	6f	62	61	6c	ff	ff	04	00	00	00	62	6f	6f	6c	00
ff	56	ff	ff	05	00	00	00	53	61	76	65	64	08	00	01
ff	56	ff	ff	0d	00	00	00	50	61	6c	65	74	74	65	30
49	6e	64	65	78	ff	ff	06	00	00	00	73	55	49	6e	74
38	00	ff	56	ff	ff	0d	00	00	00	50	61	6c	65	74	74
65	31	49	6e	64	65	78	0b	00	00	ff	56	ff	ff	0d	00
00	00	50	61	6c	65	74	74	65	32	49	6e	64	65	78	0b
00	00	ff	70	04	00	ff	50	ff	ff	07	00	00	00	63	50
6f	73	4f	72	69	46	4d	9e	12	02	00	00	00	ff	41	ff
ff	05	00	00	00	53	63	61	6c	65	ff	ff	08	00	00	00
73	46	6c	6f	61	74	33	32	04	00	00	80	3f	00	00	80
3f	00	00	80	3f	00	00	00	00	ff	50	ff	ff	0a	00	00
00	52	46	61	72	4d	61	74	72	69	78	00	00	00	00	01
00	00	00	ff	50	ff	ff	0a	00	00	00	63	46	61	72	4d
61	74	72	69	78	4c	4d	9e	12	05	00	00	00	ff	56	ff
ff	06	00	00	00	48	65	69	67	68	74	10	00	10	db	7a
c0	ff	41	ff	ff	06	00	00	00	52	58	41	78	69	73	10
00	04	1f	cc	30	3f	00	00	00	00	24	25	39	bf	00	00

```

SERZ....ÿC....ÿ
Pÿÿ....cRecordSe
t^,Ñ.....ÿPÿÿ...
.Record.....ÿ
Pÿÿ....cDynamicE
ntity(ÿ~.....ÿPÿ
ÿ....Component..
.....ÿPÿÿ....cS
ceneryRenderšÉ™.
....ÿVÿÿ....Deta
ilLevelÿÿ....sIn
t32....ÿVÿÿ....G
lobalÿÿ....bool.
ÿVÿÿ....Saved...
ÿVÿÿ....Palette0
Indexÿÿ....sUInt
8.ÿVÿÿ....Palett
elIndex...ÿVÿÿ..
..Palette2Index.
..ÿp..ÿPÿÿ....cP
osOriFMž.....ÿAÿ
ÿ....Scaleÿÿ....
sFloat32...€?...€
?...€?...ÿPÿÿ...
.RFarMatrix.....
...ÿPÿÿ....cFarM
atrixLMž.....ÿVÿ
ÿ....Height...Ůz
ÀÿAÿÿ....RXAxis.
...İ0?...$%9ž...

```

ASCII KEY

ASCII VALUE

DEC VALUE (HEX)

NEWLINE

KEY LETTER COUNT

SUB# COUNT

PRELUDE