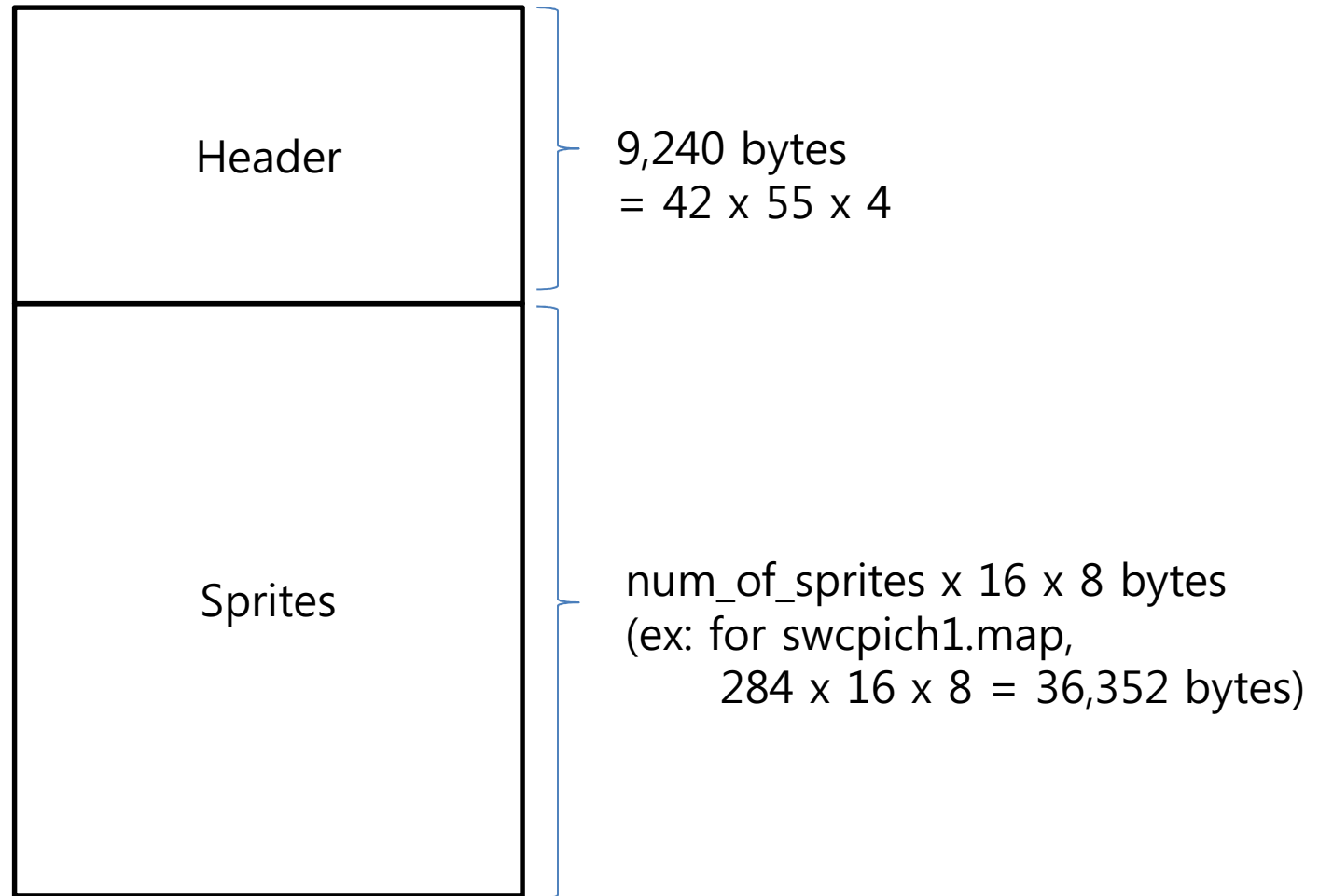# Technical document of graphics editing for Amiga SWOS

Version 0.11

Written by starwindz

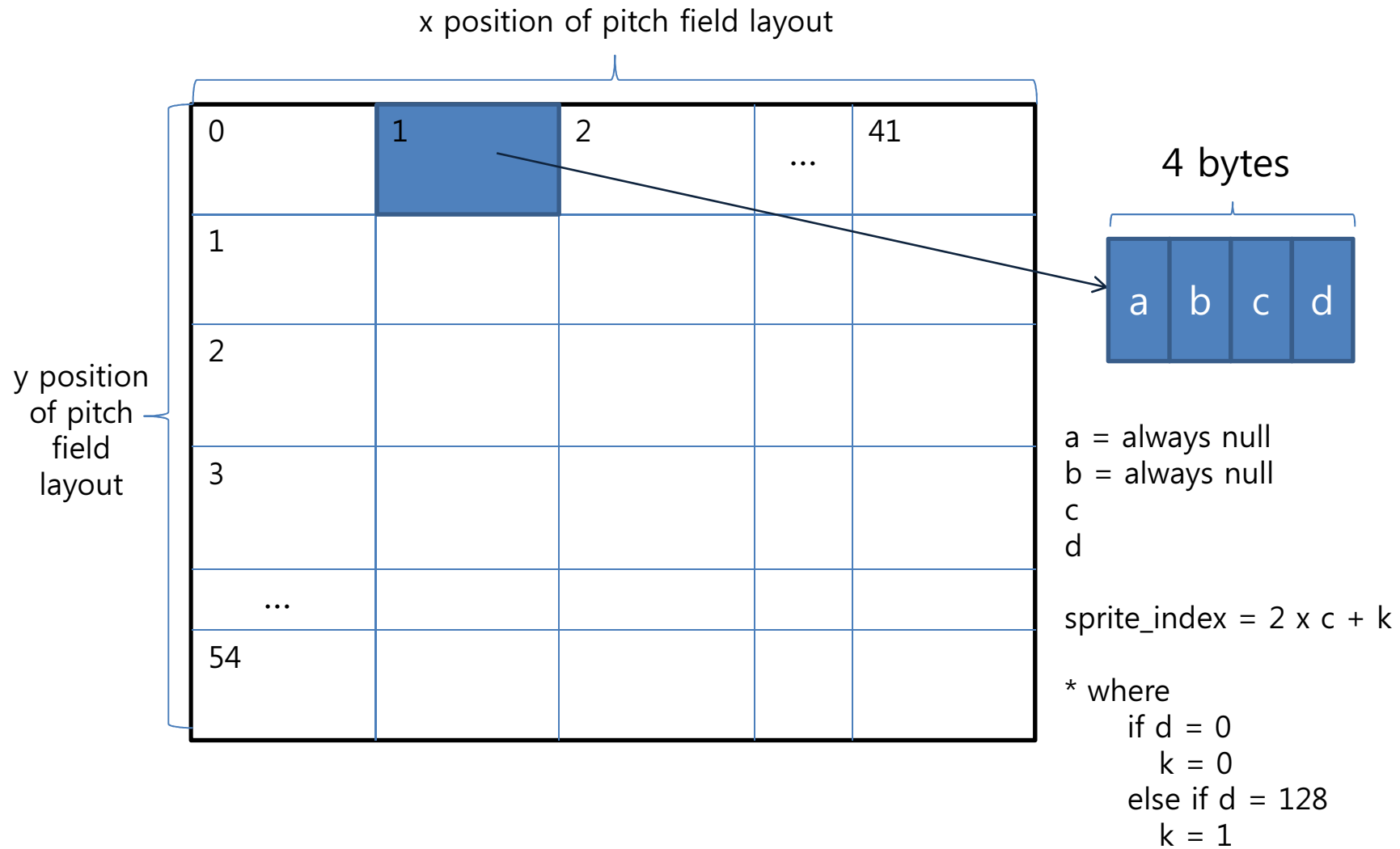# I. Unpacked .map file

1. Overview

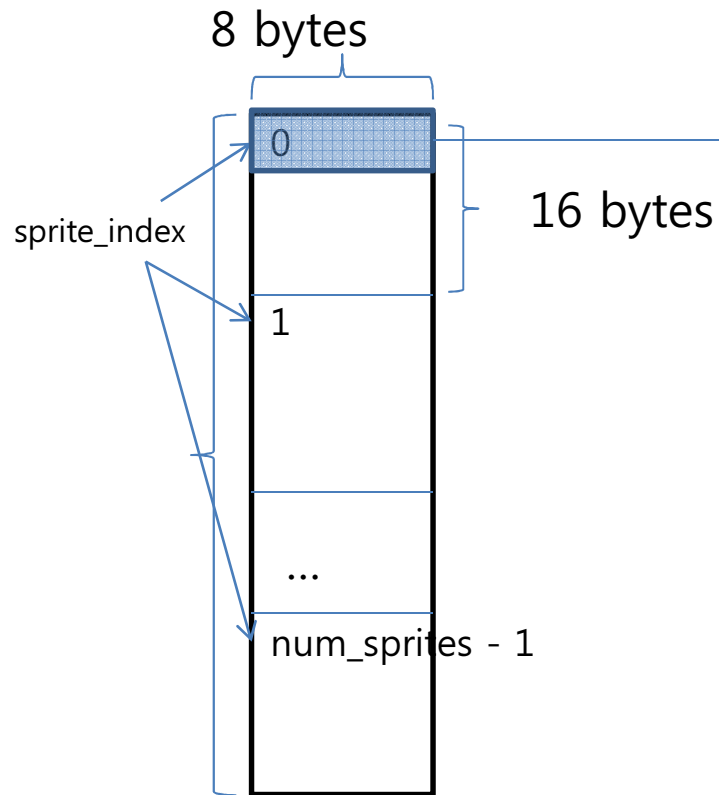|	
Header	9,240 bytes = 42 x 55 x 4
Sprites	num_of_sprites x 16 x 8 bytes (ex: for swcpich1.map, 284 x 16 x 8 = 36,352 bytes)

I. Unpacked .map file

2. Header

x position of pitch field layout

0	1	2	...	41
1				
2				
3				
...				
54				

y position of pitch field layout

4 bytes

a	b	c	d

a = always null
b = always null
c
d

sprite_index = 2 x c + k

* where
    if d = 0
        k = 0
    else if d = 128
        k = 1

3

I. Unpacked .map file

3. Sprites

8 bytes

sprite_index

16 bytes

0

1

...

num_sprites - 1

Interleaved Raw

Byte	0		1		2		3		4		5		6		7	
Bit planes	0				1				2				3			
Bit	0 4 8 12 16 20 24 28	32 36 40 44 48 52 56 60	1 5 9 13 17 21 25 29	33 37 41 45 49 53 57 61	2 6 10 14 18 22 26 30	34 38 42 46 50 54 58 62	3 7 11 15 19 23 27 31	35 39 43 47 51 55 59 63

Bitmap Pixel

Byte	0		1		2		3		4		5		6		7	
Pixel	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Bit	0 1 2 3 4 5 6 7	8 9 10 11 12 13 14 15	16 17 18 19 20 21 22 23	24 25 26 27 28 29 30 31	32 33 34 35 36 37 38 39	40 41 42 43 44 45 46 47	48 49 50 51 52 53 54 55	56 57 58 59 60 61 62 63

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