|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Offset | Size | Type | Possible values | Note |
| 0 | 8 | ASCII String | QCMPFILE | Magic value |
| 8 | 1 | Byte | 0 = SQ  1 = VQ 1D  2 = VQ 2D  3 = VQ 3D | Quantization type |
| 9 | 1 | Byte | 1 – 255 | Bits Per Pixel (BPP)  2^BPP = Codebook size |
| 10 | 1 | Byte | 0, 1 | 0 = One codebook for all  1 = One Codebook per plane |
| 11 | 2 | Int16 | 0 – 65535 | Image size X |
| 13 | 2 | Int16 | 0 – 65535 | Image size Y |
| 15 | 2 | Int16 | 0 – 65535 | Image size Z |
| 17 | 2 | Int16 | 0 – 65535 | VQ Vector dimension X |
| 19 | 2 | Int16 | 0 – 65535 | VQ Vector dimension Y |
| 21 | 2 | Int16 | 0 – 65535 | VQ Vector dimension Z |
| 23 | 4 \* Z Size | UInt32 |  | Plane data sizes |
| 23 +  (4 \* ZSize) |  | BYTES |  | DATA  If one codebook for all, then there is codebook and then indices for all planes.  Otherwise there is always codebook followed by the plane indicis followed by another plane codebook. |