pfw.sch.ascii.primitives.attributes.structure 2008.03.11

lp name	value type	Rectangle	Ellipse	Arc	Pie	EllipticalArc	RoundRectangle	Label	Pin	Image	Line	Polyline	Polygon	Bezier
1 Selected 2 Filled	bool bool	selected filled	selected filled	selected	selected filled	selected	selected filled	selected		selected border visible	selected	selected	selected filled	selected
3 LineWidthOrRotation 4 BorderColorOrColor 5 FillColor	char unsigned int unsigned int	line width border color fill color	line width border color fill color	line width color	line width border color fill color	line width color	line width border color fill color	rotation	color	border line width border color	line width color	line width color	line width border color fill color	line width color
6 X1orCenterX 7 Y1orCenterY	short int short int	x1 y1	center x	center x	center x	center x center y	x1 y1	x y	start x start y	x1 y1	x1 y1	x1 y1	x1 y1	x1 y1
8 X2orPinLength 9 Y2orPinAttributes 10 RadiusXorNrPoints	short int short int short int	x2 y2	radius x	radius	radius	radius x	y2 round radius x	number in font table	length pin attributes *1)	x2 y2 ratio 1:1	x2 y2	x2 y2 number of points	x2 y2 number of points	x2 y2 number of points
11 RadiusYorLineType 12 StartAngle	short int float		radius y		start angle	radius y start angle	round radius y	number in font table		Tatio 1.1	line type	line type	number of points	number of points
13 EndAngle 14 TextString 15 PinNr	float string string			end angle	end angle	end angle		text string	name number	path to bmp				
16 X3 17 Y3	short int	_	_	-	_	_	_	_		_	-	x3 y3	x3 y3	x3 y3
18 X4 19 Y4	short int short int											x4 y4	x4 y4	x4 y4
	short int													

^{*1)} pin attributes: 2^10*(dot symbol) + 2^9*(clock symbol) + 2^6*(type) + 2^5*(hidden) + 2^4*(name visible) + 2^3*(number visible) + 2^0*(rotation)