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CC2 Roof-File format

Byte order of file: big endian (MacOS like)

All values decimal and MSB-first(big endian) unless otherwise indicated. All integers are 4 bytes long.

Header (a total of 16 + 16*roof-pairs bytes)

Once (16 bytes):

```
String(4) ROOF// 4 bytes: header ID
long number_of_roofs // 4 bytes: ie. roofpairs
long 0 // 4 bytes
long 0 // 4 bytes
for ( each roofpair ) // 16 bytes for each roof pair
    short // 2 bytes:x1 coordinate of roof images for this entry
    short // 2 bytes:x2 coordinate of roof images for this entry
    short // 2 bytes:y1 coordinate of roof images for this entry
    short // 2 bytes:y2 coordinate of roof images for this entry
    long // 4 bytes: offset of exterior image data from start of data
    long // 4 bytes: offset of interior image data from start of data
```

Data (the rest of the file) // standard cc format graphical data ie. pretty much TGA, 16-bit color-depth

```
roof0_exterior_data
roof0_interior_data
roof1_exterior_data
roof1_interior_data
roof2_exterior_data
roof2_interior_data
etc.
```

Other than the CC3 roof file format CC2 uses offset from top of the first graphics data entry. That means that the first offset value will be always 00000000hex.

Coordinates means: x1,y1 = upper left corner of the image's position on the map and x2,y2 = lower left corner of the image's position there. x2 - x1 = image width, and y2 - y1 = image height.