X16 Graphics File Format Version # 1.0

   This is a specification for an Image file format for the Commander X16 platform.   It is not meant for general use on other platforms .   Tools will be provided on those Platforms (Linux/BSD/Windows/Mac) to convert standard file formats such as PNG & JPG to the X16 format.

DESIGN GOALS
- A format optimized for the X16 that is easily programmed for
- Takes full advantage of all capabilities of the VERA video hardware.
- Portability for software developed for X16

DETAILED FILE SPECIFICATION

FILE ELEMENT	SIZE IN BYTES	PURPOSE	Comment
File ID (*char*)	3	To identify this file as an X16 Bitmap File	Always "**BMX**" *$42,$4D,$58*
Version (*byte*)	1	File format version	$01 *(for this version)*
Bit Depth (*byte*)	1	What is the color depth of this image ?	1, 2, 4 or 8
VERA Color Depth Register (*byte*)	1	Corresponds to Color Depth	0, 1, 2 or 3 Should have a 1 to 1 correspondence to Bit Depth. (*can be used as a sanity check also*)
Width (*Word*) **Little Endian**	2		Image Width
Height (*Word*) **Little Endian**	2		Image Height
Pal_Used (*unsigned byte*)	1	Tells how many entries in the Palette are significant for this Image.	0 = 256 entries (or else how many)
Pal_Start (*unsigned byte*)	1	Palette Index on the X16 Where Pal Load should start	0-255
Data Start (*word*)	2	Offset in this file where the Image data starts	
COMPRESSED (*signed byte*)	1	Image uses LZSA compression	-1 if Image data is LZSA compressed
VERA Border Color (*unsigned byte*)	1	Self Explanatory	0-255 (Should be 0 if unused)
RESERVED	16	RESERVED FOR FUTURE USE	THIS MAKES THE HEADER 32 BYTES.
IMAGE PALETTE	Variable **2** x ***Pal_Used***	Image desired colors	2 byte Entries with 12 significant bits **GB_R** arrangement.
IMAGE DATA	Variable	The Image Data to copy to Screen Memory (Taking into account Width and Height)	