

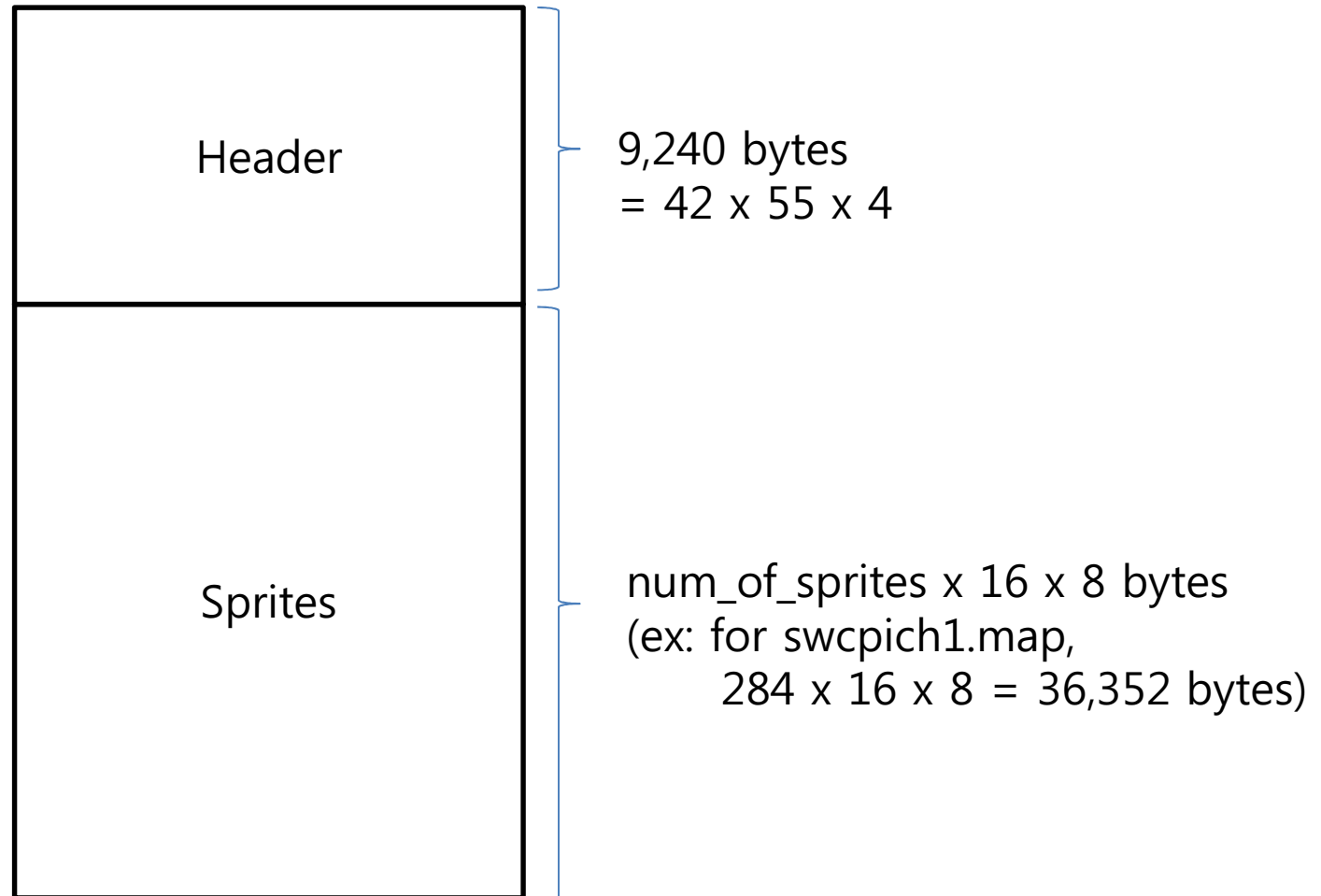
Technical document of graphics editing for Amiga SWOS

Version 0.1

Written by starwindz

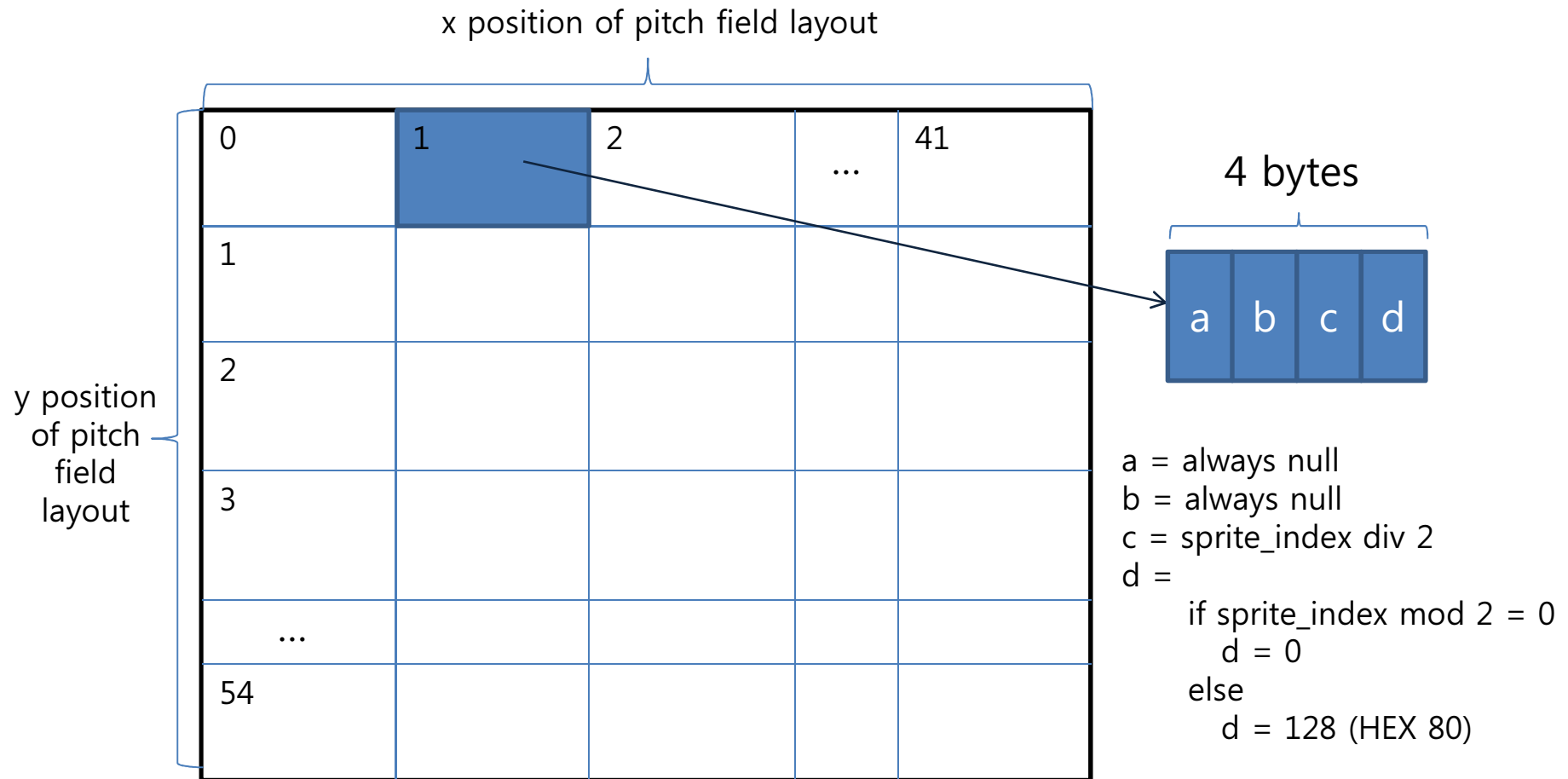
I. Unpacked .map file

1. Overview



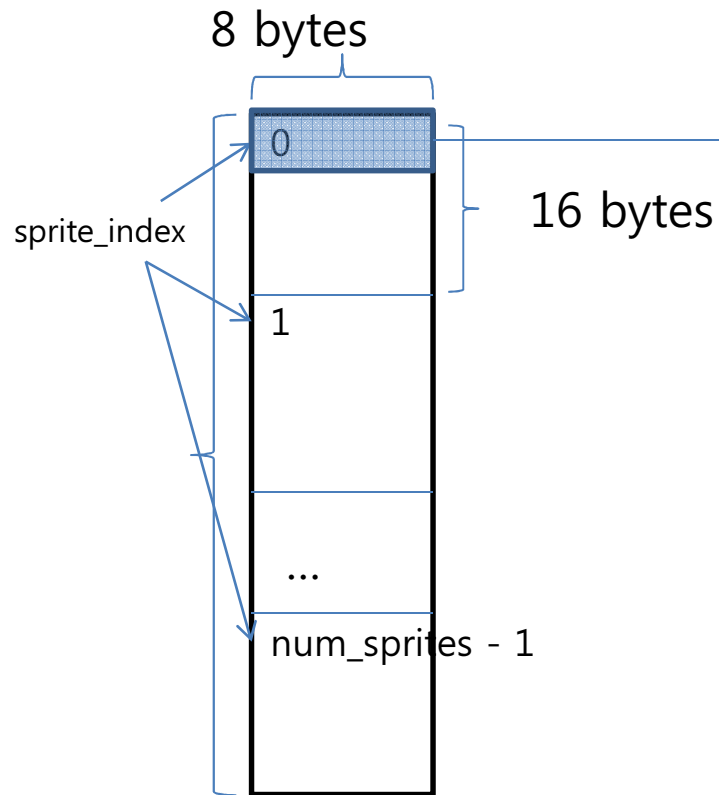
I. Unpacked .map file

2. Header



I. Unpacked .map file

3. Sprites



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