1 Introduction

First, a matching file (1) must be selected. Thereafter, the file format (2) is changed if the file extension is correct. Otherwise, set the correct format. Then the file only needs to be read (3). When the file format is complete, all information (5 - 9) is displayed in the list. All contents for memory and value sets can be viewed with the button (4), if the corresponding line was marked.

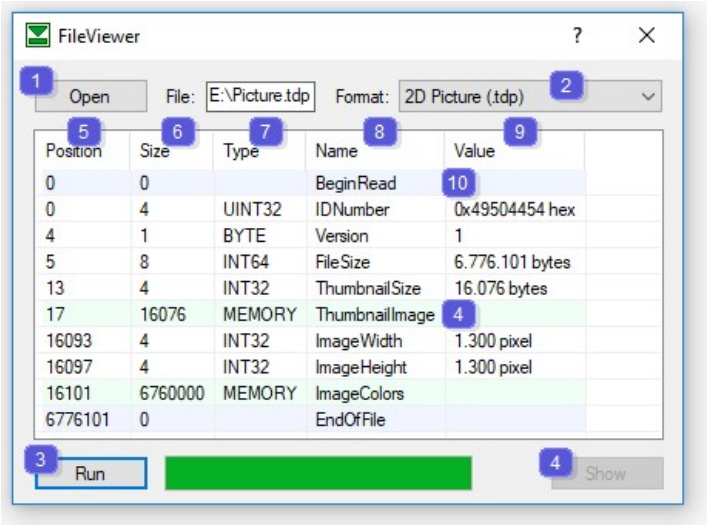

Figure 1: FileViewer (2DPicture)

2 Descriptionen

2.1 Select file (1)

Select a file from a disk to read.

2.2 Change file format (2)

The file format (see table 3) can be set later.

2.3 Read file (3)

The file is read (or stop reading) and the information is displayed in the list.

2.4 Show content (4)

The content of a green line can be displayed in a window.

2.5 Position (5)

The row displays the memory positions of the values in bytes.

2.6 Size (6)

The row displays the memory sizes of the values in bytes.

2.7 Type (7)

All value types are described in Table 4.

2.8 Name (8)

The name describes the content of the value.

2.9 Value (9)

The row displays the contents of the values.

2.10 Color codes (10)

The beginning and the end of a file are indicated by a blue line. A memory content that can be opened in a window is displayed with a green line. If an error has occurred, the line is displayed in red and reading of the file is then ended.

3 File formats

Format	Name	Description	Version
.mp4	2D Video Thumbnail	preview format for video files	1
.tdp	2D Picture	uncompressed 32-bit image	1
.tda	2D Animation	animation with sound	1
.tdhr	2D Help Reader	multimedia document, read-only	2
.tdhw	2D Help Writer	multimedia document, writeable	2
.tdct	2D Compress Text	simple-formatted text, compressed	2
.tdft	2D Format Text	simply formatted text, uncompressed	2
.ppc	Picture Paint Collection	simply file archive	1
.ppp	Picture Paint Project	image processing archive	1
.pdata	Protected Data	protect file archive	1

Table 3: File formats

4 Value types

Type	Description	Area
INT8	8Bit with sign	-128 to 127
INT16	16Bit with sign	-32.768 to 32.767
INT32	32Bit with sign	-2.147.483.648 to 2.147.483.647
INT64	64Bit with sign	-9.223.372.036.854.775.808 to 9.223.372.036.854.775.807
BYTE	8Bit unsigned	0 to 255
UINT16	16Bit unsigned	0 to 65.535
UINT32	32Bit unsigned	0 to 4.294.967.295
UINT64	64Bit unsigned	0 to 18.446.744.073.709.551.615
CHAR	8Bit character	0 to 255
WCHAR	16Bit character	0 to 65.535
FLOAT	32Bit floating point	± 1.5e-45 to ± 3.4e38
DOUBLE	64Bit floating point	± 5.0e-324 to ± 1.7e308
MEMORY	Memory in bytes	
...[]	Array	BYTE[], UINT32[], WCHAR[], ...

Table 4: Value types