

FSF File Format Specification

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Introduction:

The FSF format (Acronym for Five-Seven-Five) constitutes a 32-bit image and video storage format. It is defined as strictly little-endian, and only little-endian I/O will be acceptable for projects. Note that some languages, even on little-endian machines, perform byte-swapping (where every two bytes are reversed in array I/O of unsigned chars), which may need to be accounted for. Verify that your RGBA handling is correct by creating test images that achieve desirable results in FSFView.

Format Fields:

32-bit Unsigned Integer

Value: 575

32-bit Unsigned Integer

Value: Width

32-bit Unsigned Integer

Value: Height

32-bit Unsigned Integer

Value: Number of Frames (1 implies a still image)

Repeat for each image

{

Repeat for each scanline

{

Repeat for each pixel (left to right)

{

8-bit Unsigned Char

Value: Red

8-bit Unsigned Char

Value: Green

8-bit Unsigned Char

Value: Blue

8-bit Unsigned Char

Value: Alpha (0 is transparent, 255 is opaque)

}

}

}