

# UniView raw file header description

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The description string has format similar to C's function printf format string. You can write normal text , \x escape sequences (0x5a, 0xA5 etc.) and %-ed 'tags'.

You can use following tags:

<b>tag</b>	<b>:</b>	<b>meaning</b>
%x	:	image x size (width)
%y	:	image y size (height)
%p	:	image color depth
%X	:	image x size (width) as 4 byte integer
%Y	:	image y size (height) as 4 byte integer
%P	:	image color depth as 4 byte integer
%~x	:	image x size (width) as 2 byte integer
%~y	:	image y size (height) as 2 byte integer
%~p	:	image color depth as 2 byte integer
%t	:	whole image color table
%NN	:	image color table item no. NN (NN is in hex format, e.g. 0A)

## Examples:

```
=====
-----
Width: %x
Height: %y
Bpp: %b
-----
```

Image size is 200x100 and is 24 BPP  
This writes following to file:

```
-----
Width: 200
Height: 100
Bpp: 24
-----
=====
```

```
=====
-----
P6\x0a%x %y\x0a255\x0a
-----
```

Image size is 200x100 and is 24 BPP  
This writes following to file:

```
-----
P6
200 100
255
-----
=====
```

=====

Some interesting file format %%  
xaspect %x yaspect %y bitsperitem %b  
colortable %c

Image size is 200x100 and is 8 BPP  
This writes following to file:

Some interesting file format %  
xaspect 200 yaspect 100 bitsperitem 8  
...asdo9238boiuweoriuwoeirwoer...

... the last line will be in binary format, which can't be shown in text mode :-)

The same on 200x100 and 24 BPP image

Some interesting file format %  
xaspect 200 yaspect 100 bitsperitem 24

=====

It's similar for %X, %Y, %P and %~x, %~y, %~p...