

## MDX File Structure

n willink 2012

mdx file structure

|   |                |  | bytes |
|---|----------------|--|-------|
| 0x0   | Header         |  | 6     |
|   |                |  |       |
| 0 x 6   | Seen 0x0c      |  | 2     |
|   |                |  |       |
| 0 x 8   | 0x0            |  | 2     |
|   |                |  |       |
| 0 x 0a  | Number of maps |  | 4     |
|   |                |  |       |
| 0x0e  | Map number     |  | 4     |
|   |                |  |       |
| 0 x 12  | PID            |  | 2     |
|   |                |  |       |
| 0 x 14  | FID            |  | 2     |
|   |                |  |       |
| 0x 16   | mapnumber      |  | 4     |
| What follows depends on number of maps                                      |                |  |       |
| 0 x 19  | 0x0            |  | 1     |
| With multiple maps the pattern continues : mapnumber + PID +FID + mapnumber |                |  |       |
|   |                |  |       |
|   |                |  |       |

Without these map numbers Mapsource cannot tell which imgs to parse; there might be several in the folder. It also explains why named imgs won't work in Mapsource.