

Terrarium Game Map Format

Byte	0	1	2	3	4	5	6	7
Hex	54	45	4D	44	@@	##	0	0
Description	T	E	M	D	nBits / 8 → B	# of layers	reserved	
Byte	8	9	A	B	C	D	E	F
Hex	%%	%%	%%	%%	&&	&&	&&	&&
Description	Width				Height			
Byte	10	11	12	13	14	15	16	17
Hex	%%	%%	%%	%%	&&	&&	&&	&&
Description	Default spawn X				Default spawn Y			
Byte	Offset		Byte	Offset+W·H·B		Byte	Offset+2(W·H·B)	
Hex	Layer	...	Hex	Layer	...	Hex	Layer	
Description	Terrain	...	Description	Wall	...	Description	Terrain dmg + Wall dmg	...
Byte	Offset+3(W·H·B)							
Hex	Layer							
Description	Wire	...						

- All values are stored in Big endian
- In normal circumstances, **B** ← 1