16Bit Pointer with max 256x256 resolution				Elements					
XML Name	box	label	button	gfx	list	checkbox	radiobutton	subwindow	window	shortcut
Byte	Box	Label	Button	GFX	List	Checkbox	Radiobutton	SubWindow	window	Shortcut
1	1	2	3	4	5	6	7	8	9	10
2	X pos	X pos	X pos	X pos	X pos	X pos	X pos	X pos	FocusPrevKey	ShortCutKey
3	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	FocusNextKey	Action NumberL
4	X size	Options	X size	X size	X size	X size	X size	X size	FocusEnterKey	Action NumberH
5	Y size	Text PointerL	Y size	Y size	Y size	Y size	Y size	Y size		Window JumpL
6	Options	Text PointerH	Options	Options	Options	Options	Options	FocusPrevKey		Window JumpH
7	Action NumberL	Fonts	Action NumberL	Action NumberL	Action NumberL	Action NumberL	Action NumberL	FocusNextKey		
8	Action NumberH		Action NumberH	Action NumberH	Action NumberH	Action NumberH	Action NumberH	FocusEnterKey		
9	Window JumpL		Window JumpL	Window JumpL	Window JumpL	Window JumpL	Window JumpL			
10	Window JumpH		Window JumpH	Window JumpH	Window JumpH	Window JumpH	Window JumpH			
11	Color		Text PointerL	Gfx PointerL	Text PointerL	Text PointerL	Text PointerL			
12			Text PointerH	Gfx PointerH	Text PointerH	Text PointerH	Text PointerH			
13			Fonts		Fonts	Fonts	Fonts			
14					ListNumber	CheckboxNumber	RadioButtonNumber			
15					DownKey					
16					UpKey					
17					PageDownKey					
18					PageUpKey					
19										
20										
21										
22										
23										
24										
Relevant Options:	Focusable	Storage Method	Focusable	Focusable	Focusable	Focusable	Focusable			
			Rectangle	Rectangle	Storage Method	Rectangle=0	Rectangle=0			
			Storage Method	Compressed		Storage Method	Storage Method			
				Storage Method						

Options: 1: Bit: Focusable, 2. Bit: Rectangle, 3: Bit: Compressed, 4: Bit: Storage Method
Focusable: 0: No, 1:Yes
Fonts: Low4Bit: Font without focus, High4Bit: Font with focus, a label uses all 8 bit for a single font
Storage Method: 0: Within Menu Data, 1: In pointer Array
RadioButtonNumber: Low4Bit: Index in Table, High4Bit: Value within the Group

Required order of parameters, unused may be omitted:

X pos
Y pos
XY posH
X size
Y size
XY sizeH
Options
ShortCutKey
Action NumberL
Action NumberH
Window JumpL
Window JumpH
Text/GFX PointerL
Text/GFX PointerH
Fonts

If the object has an Action Number and screen jump, they all must start at the same offset (except for the shortcut). The offset is currently +6 bytes from the object id
Then the options must start at the same address too. Currently +5 bytes from the object id

Data format for GFX: Converting everything to one long array, beginning at the left top position, processing a line (and not column) first
Uncompressed: One byte each 8 pixel, MSB is leftmost pixel, LSB is rightmost pixel
Compressed: MSB codes the color, reaming 7 bits say how often the color repeats

Data format for text:
Simple ASCII String must end with a \0 byte

A Window Switch code of 0xffff (0xffffff in 24 Bit mode) has the special meaning for returning from an SubWindow to a previous Window and restores the focus

The first object must start at address 1 in the binary data and must be a windows or global shortcut.

Color	
List/Checkbox/Radio	Button Number
DownKey	
UpKey	
PageDownKey	
PageUpKey	
FocusPrevKey	
FocusNextKey	
FocusEnterKey	

The byte at address 0 is not read and currently stores a version information about the binary encoding:
MenuDesigner: Version 1.0->0; Version 1.1->2 (allow global shortcuts, change SubWindow Return storage)

If an object should not perform a window jump, all address bytes have to be set to zero

After a window or subwindow, the objects for the window have to follow, the order of the objects determines the drawing and tab order
The objects for the window end, if a next window or subwindow or 0 byte as next object is found

All shortcuts stored before the first window are handled as global shortcuts

	box	label	button	gfx	list	checkbox	radiobutton	subwindow	window	shortcut
24Bit Pointer with max 256x256 resolution					Elements					
XML Name	box	label	button	gfx	list	checkbox	radiobutton	subwindow	window	shortcut
Byte	Box	Label	Button	GFX	List	Checkbox	Radiobutton	SubWindow	Screen	Shortcut
1	1	2	3	4	5	6	7	8	9	10
2	X pos	X pos	X pos	X pos	X pos	X pos	X pos	X pos	FocusPrevKey	ShortCutKey
3	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	FocusNextKey	Action NumberL
4	X size	Options	X size	X size	X size	X size	X size	X size	FocusEnterKey	Action NumberH
5	Y size	Text PointerL	Y size	Y size	Y size	Y size	Y size	Y size		Window JumpL
6	Options	Text PointerH	Options	Options	Options	Options	Options	FocusPrevKey		Window JumpH
7	Action NumberL	Text PointerHx	Action NumberL	Action NumberL	Action NumberL	Action NumberL	Action NumberL	FocusNextKey		Window JumpHx
8	Action NumberH	Fonts	Action NumberH	Action NumberH	Action NumberH	Action NumberH	Action NumberH	FocusEnterKey		
9	Window JumpL		Window JumpL	Window JumpL	Window JumpL	Window JumpL	Window JumpL			
10	Window JumpH		Window JumpH	Window JumpH	Window JumpH	Window JumpH	Window JumpH			
11	Window JumpHx		Window JumpHx	Window JumpHx	Window JumpHx	Window JumpHx	Window JumpHx			
12	Color		Text PointerL	Gfx PointerL	Text PointerL	Text PointerL	Text PointerL			
13			Text PointerH	Gfx PointerH	Text PointerH	Text PointerH	Text PointerH			
14			Text PointerHx	Gfx PointerHx	Text PointerHx	Text PointerHx	Text PointerHx			
15			Fonts		Fonts	Fonts	Fonts			
16					ListNumber	CheckboxNumber	RadioButtonNumber			
17					DownKey					
18					UpKey					
19					PageDownKey					
20					PageUpKey					
21										
22										
23										
24										

16Bit Pointer with max 4096x4096 resolution (LARGESCREEN)					Elements					
XML Name	box	label	button	gfx	list	checkbox	radiobutton	subwindow	window	shortcut
Byte	Box	Label	Button	GFX	List	Checkbox	Radiobutton	SubWindow	window	Shortcut
1	1	2	3	4	5	6	7	8	9	10
2	X pos	X pos	X pos	X pos	X pos	X pos	X pos	X pos	FocusPrevKey	ShortCutKey
3	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	FocusNextKey	Action NumberL
4	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	FocusEnterKey	Action NumberH
5	X size	Options	X size	X size	X size	X size	X size	X size		Window JumpL
6	Y size	Text PointerL	Y size	Y size	Y size	Y size	Y size	Y size		Window JumpH
7	XY sizeH	Text PointerH	XY sizeH	XY sizeH	XY sizeH	XY sizeH	XY sizeH	XY sizeH		
8	Options	Fonts	Options	Options	Options	Options	Options	FocusPrevKey		
9	Action NumberL		Action NumberL	Action NumberL	Action NumberL	Action NumberL	Action NumberL	FocusNextKey		
10	Action NumberH		Action NumberH	Action NumberH	Action NumberH	Action NumberH	Action NumberH	FocusEnterKey		
11	Window JumpL		Window JumpL	Window JumpL	Window JumpL	Window JumpL	Window JumpL			
12	Window JumpH		Window JumpH	Window JumpH	Window JumpH	Window JumpH	Window JumpH			
13	Color		Text PointerL	Gfx PointerL	Text PointerL	Text PointerL	Text PointerL			
14			Text PointerH	Gfx PointerH	Text PointerH	Text PointerH	Text PointerH			
15			Fonts		Fonts	Fonts	Fonts			
16					ListNumber	CheckboxNumber	RadioButtonNumber			
17					DownKey					
18					UpKey					
19					PageDownKey					
20					PageUpKey					
21										
22										
23										
24										

If the object has an Action Number and screen jump, they all must start at the same offset (except for the shortcut). The offset is currently +8 bytes from the object id

Then the options must start at the same address too. Currently +7 bytes from the object id

XY posH and XY sizeH: low 4 bit are the high Y and the high 4 bit are the high X position bits

Byte	24Bit Pointer with max 4096x4096 resolution (LARGESCREEN)				Elements					
XML Name	box	label	button	gfx	list	checkbox	radiobutton	subwindow	window	shortcut
Byte	Box	Label	Button	GFX	List	Checkbox	Radiobutton	SubWindow	Screen	Shortcut
1	1	2	3	4	5	6	7	8	9	10
2	X pos	X pos	X pos	X pos	X pos	X pos	X pos	X pos	FocusPrevKey	ShortCutKey
3	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	Y pos	FocusNextKey	Action NumberL
4	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	XY posH	FocusEnterKey	Action NumberH
5	X size	Options	X size	X size	X size	X size	X size	X size		Window JumpL
6	Y size	Text PointerL	Y size	Y size	Y size	Y size	Y size	Y size		Window JumpH
7	XY sizeH	Text PointerH	XY sizeH	XY sizeH	XY sizeH	XY sizeH	XY sizeH	XY sizeH		Window JumpHx
8	Options	Text PointerHx	Options	Options	Options	Options	Options	FocusPrevKey		
9	Action NumberL	Fonts	Action Numbe	Action NumberL	Action NumberL	Action NumberL	Action NumberL	FocusNextKey		
10	Action NumberH		Action Numbe	Action NumberH	Action NumberH	Action NumberH	Action NumberH	FocusEnterKey		
11	Window JumpL		Window Jump	Window JumpL	Window JumpL	Window JumpL	Window JumpL			
12	Window JumpH		Window Jump	Window JumpH	Window JumpH	Window JumpH	Window JumpH			
13	Window JumpHx		Window Jump	Window JumpHx	Window JumpHx	Window JumpHx	Window JumpHx			
14	Color		Text PointerL	Gfx PointerL	Text PointerL	Text PointerL	Text PointerL			
15			Text PointerH	Gfx PointerH	Text PointerH	Text PointerH	Text PointerH			
16			Text PointerHx	Gfx PointerHx	Text PointerHx	Text PointerHx	Text PointerHx			
17			Fonts		Fonts	Fonts	Fonts			
18					ListNumber	CheckboxNumber	RadioButtonNumber			
19					DownKey					
20					UpKey					
21					PageDownKey					
22					PageUpKey					
23										
24										

If the object has an Action Number and screen jump, they all must start at the same offset (except for the shortcut). The offset is currently +8 bytes from the object id
Then the options must start at the same address too. Currently +7 bytes from the object id