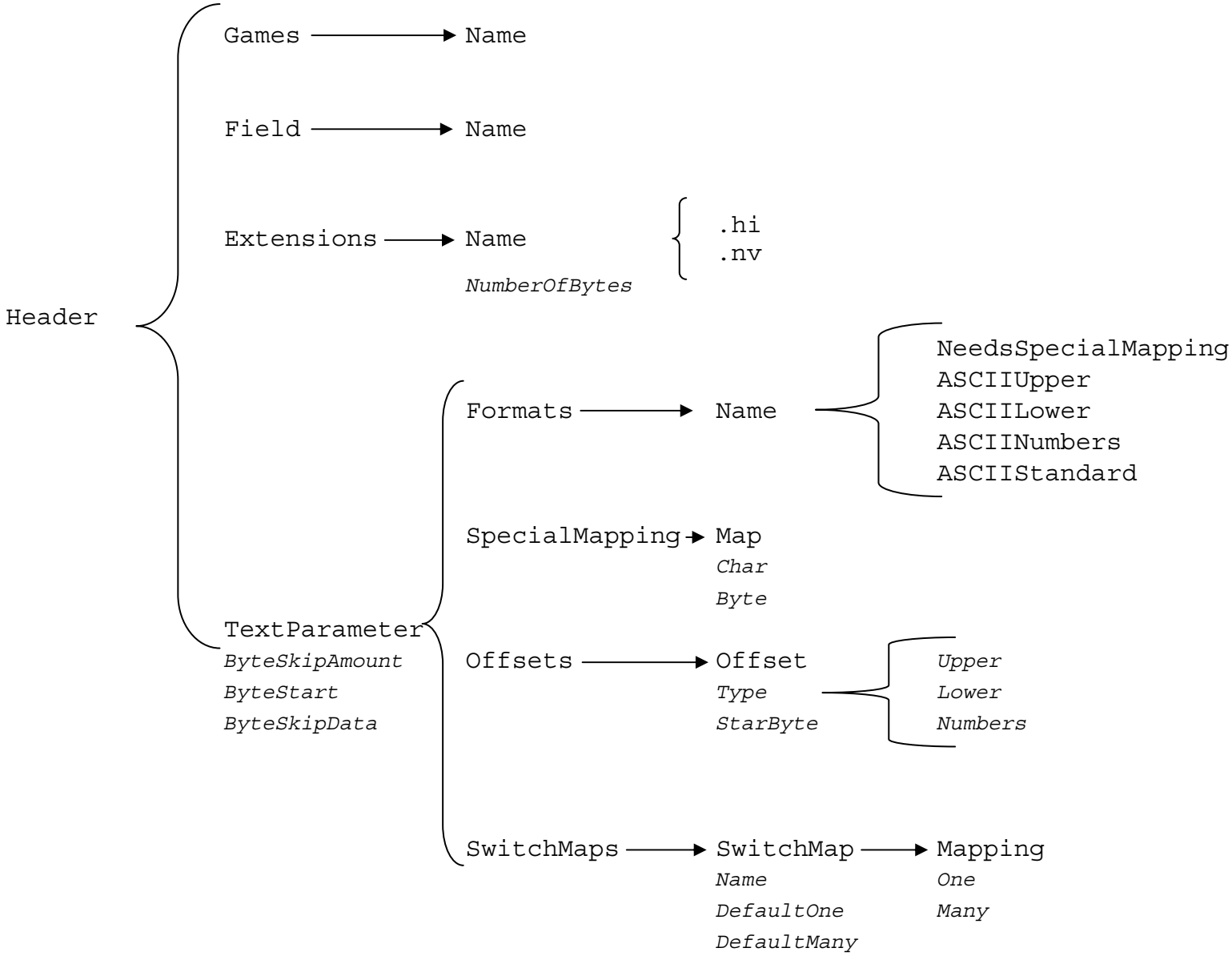
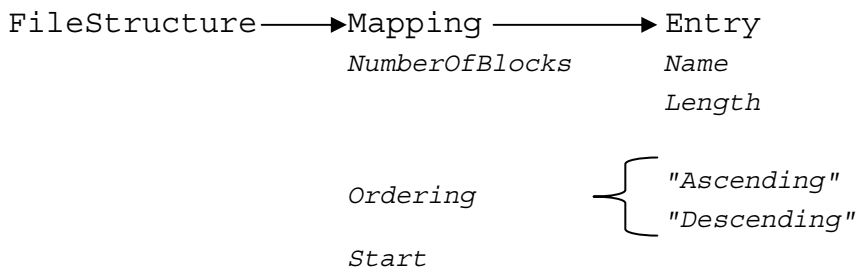
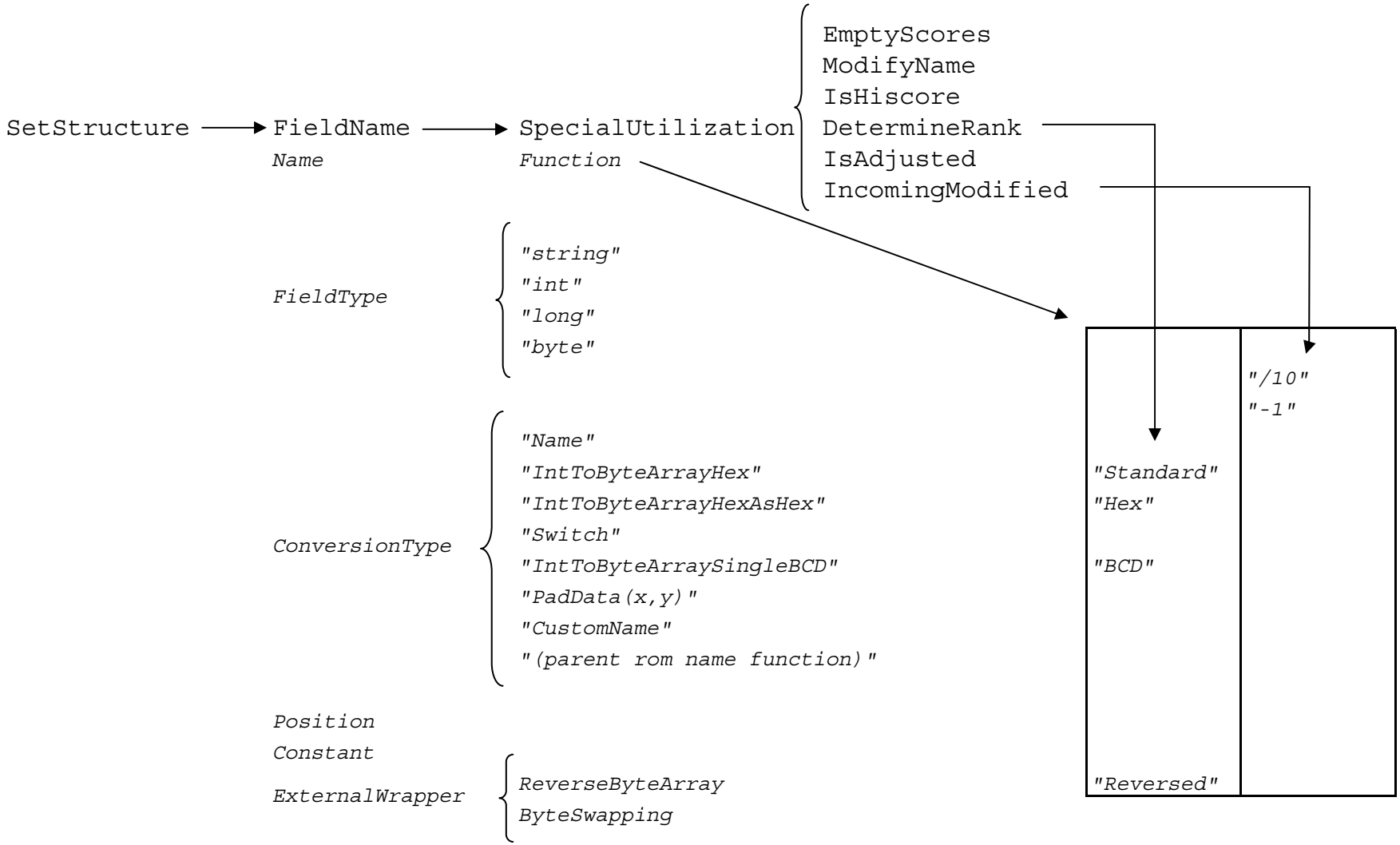
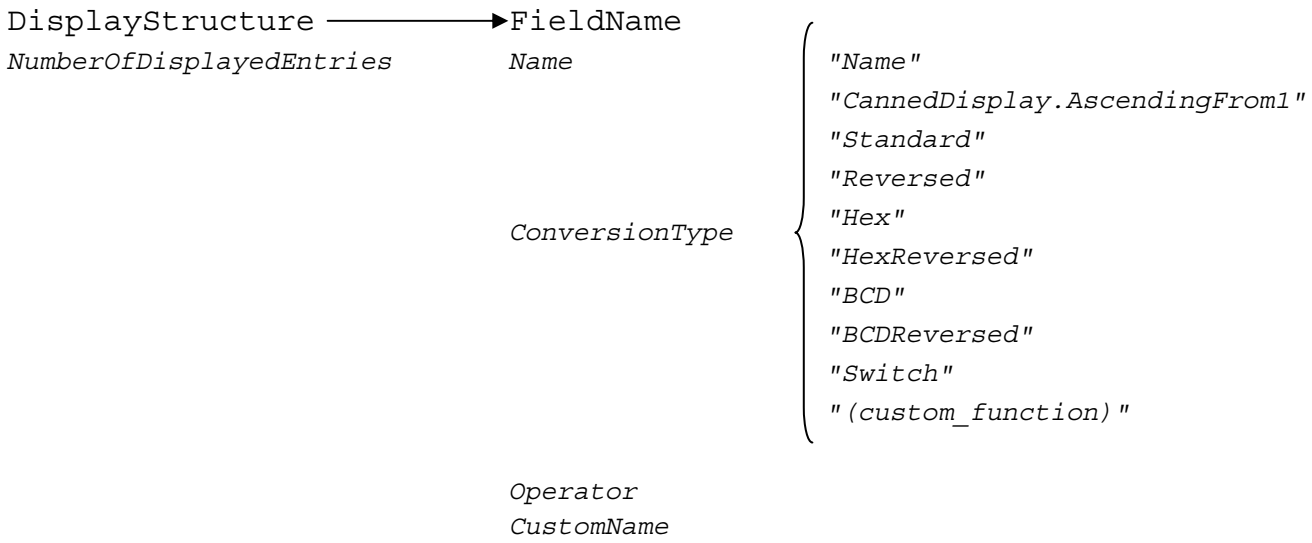

Header
Games
Name
Field
Name
Extensions
Name
NumberOfBytes
.hi
.nv
TextParameter
ByteSkipAmount
ByteStart
ByteSkipData
Formats
Name
NeedsSpecialMapping
ASCIIUpper
ASCIILower
ASCIINumbers
ASCIIStandard
SpecialMapping
Map
Char
Byte
Offsets
Offset
Type
StarByte
Upper
Lower
Numbers
SwitchMaps
SwitchMap
Name
DefaultOne
DefaultMany
Mapping
One
Many


FileStructure
Mapping
NumberOfBlocks
Ordering
Start
Entry
Name
Length
"Ascending"
"Descending"


SetStructure
FieldName
Name
SpecialUtilization
Function
EmptyScores
ModifyName
IsHiscore
DetermineRank
IsAdjusted
IncomingModified
FieldType
"string"
"int"
"long"
"byte"
ConversionType
"Name"
"IntToByteArrayHex"
"IntToByteArrayHexAsHex"
"Switch"
"IntToByteArraySingleBCD"
"PadData(x,y)"
"CustomName"
"(parent rom name function)"
Position
Constant
ExternalWrapper
ReverseByteArray
ByteSwapping
"Standard"
"Hex"
"BCD"
"Reversed"
"/10"
"-1"


DisplayStructure
NumberOfDisplayedEntries
FieldName
Name
"Name"
"CannedDisplay.AscendingFrom1"
"Standard"
"Reversed"
"Hex"
"HexReversed"
"BCD"
"BCDReversed"
"Switch"
"(custom_function)"
ConversionType
Operator
CustomName