

```
--- ODA-5.4.1.md          2023-11-23 21:17:02.825331305 +0100
+++ ODA-5.4.2-libredwg.md 2024-02-02 08:52:50.623573831 +0100
@@ -8,20 +8,20 @@
```

```
# 2 BIT CODES AND DATA DEFINITIONS
```

NOTE: Unless otherwise stated, all data in this manual is in little-endian order, with the least significant byte first.

-Much of the data in the DWG file format versions 13/14/2000/2004/2007/2010 must be read at the bit level. Various parts of the drawing use data in compressed forms, which are explained below. Here are the abbreviations used in this document for the various compressed forms:

+Much of the data in the DWG file format versions 13/14/2000/2004/2007/2010/2013/2018 must be read at the bit level. Various parts of the drawing use data in compressed forms, which are explained below. Here are the abbreviations used in this document for the various compressed forms:

```
-----
      B : bit (1 or 0)
      BB : special 2 bit code (entmode in entities, for instance)
-      3B : bit triplet (1-3 bits) (R24)
+      3B : bit triplet (1-3 bits) (R2010)
      BS : bitshort (16 bits)
      BL : bitlong (32 bits)
-      BLL : bitlonglong (64 bits) (R24)
+      BLL : bitlonglong (64 bits) (R2010)
      BD : bitdouble
      2BD : 2D point (2 bitdoubles)
      3BD : 3D point (3 bitdoubles)
      RC : raw char (not compressed)
      RS : raw short (not compressed)
@@ -34,11 +34,11 @@
      H : handle reference (see the HANDLE REFERENCES section)
      T : text (bitshort length, followed by the string).
      TU : Unicode text (bitshort character length, followed by Unicode string, 2 bytes
per
      character). Unicode text is read from the â\200\234string streamâ\200\235 wi
thin the object data,
      see the main Object description section for details.
-      TV : Variable text, T for 2004 and earlier files, TU for 2007+ files.
+      TV : Variable text, T for R2004 and earlier files, TU for R2007+ files.
      X : special form
      U : unknown
      SN : 16 byte sentinel
      BE : BitExtrusion
      DD : BitDouble With Default
@@ -114,11 +114,11 @@
      01 00001111          (15)
      10                  (0)
```

```
## 2.4 BITLONGLONG
```

-The first 1-3 bits indicate the length l (see paragraph 2.1). Then l bytes follow, which represent the

+The first 1-3 bits indicate the length l (see paragraph [2.1](#21-3b)). Then l bytes follow, which represent the
number (the least significant byte is first).

```
## 2.5 BITDOUBLE:
```

```
| 1^st 2 bits | what it is |
@@ -303,11 +303,11 @@
```

For R13-R14, this is a BD. For R2000+, this is a single bit followed optionally by a B D. If the bit is one, the thickness value is assumed to be 0.0. If the bit is 0, then a

BD that represents the thickness follows.

2.11 CmColor

-R15 and earlier: BS color index

+R2000 and earlier: BS color index

R2004+: There are two types of color definitions, below named as CMC and ENC:

CMC:

@@ -453,11 +453,11 @@

This function takes as its input an initial CRC value, a pointer to the data to be CRC'd, and the number of bytes of data. The return value is the new CRC. This function can be used to accumulate a CRC by running the first set of bytes with an initial value of 0 (or the "starting value" for this type of object), and subsequent calls with the initial value equal to the last returned CRC.

2.14.2 32-bit CRC

-From R18 onwards a 32-bit CRC is used. The algorithm is similar to the 8-bit version, but uses a CRC lookup table containing 256 32-bit values.

+From R18/R2004 onwards a 32-bit CRC is used. The algorithm is similar to the 8-bit version, but uses a CRC lookup table containing 256 32-bit values.

```c

```
OdUInt32 crc32Table[] =
{
@@ -517,17 +517,17 @@
 return ~invertedCrc;
}
```

```

-# 3 R13-R15 DWG FILE FORMAT ORGANIZATION

+# 3 R13-R2000 DWG FILE FORMAT ORGANIZATION

3.1 FILE STRUCTURE

The structure of the DWG file format changed between R13 C2 and R13 C3. Notations regarding C3 below indicate the differences.

-The general arrangement of data in an R13/R14/R15 file is as follows:

+The general arrangement of data in an R13/R14/R2000 file is as follows:

```
HEADER
  FILE HEADER
  DWG HEADER VARIABLES
  CRC
@@ -537,26 +537,42 @@
  PADDING (R13C3 AND LATER, 200 bytes, minutes the template section above if present
)
  IMAGE DATA (PRE-R13C3)
  OBJECT DATA
  All entities, table entries, dictionary entries, etc. go in this section.
  OBJECT MAP
-  OBJECT FREE SPACE (optional)
-  TEMPLATE (R14-R15, optional)
+  OBJECT FREE SPACE (R14-R2000, optional)
  SECOND HEADER
+  TEMPLATE (R14-R2000, optional)
  IMAGE DATA (R13C3 AND LATER)
```

3.2 FILE HEADER

3.2.1 VERSION ID:

The first 6 bytes are:

Bytes (ascii encoded)	Version
MC0.0	MicroCAD R1.1
AC1.2	R1.2
AC1.3	R1.3
AC1.40	R1.4
AC1.50	R2.0
AC2.10	R2.10
AC2.21	R2.21
AC2.22	R2.22
AC1001	R2.4
AC1002	R2.5
AC1003	R2.6
AC1004	R9
AC1006	R10
AC1009	R11
AC1012	R13
AC1013	R13C3
AC1014	R14
AC1015	R2000
AC1016	R2000i
AC1018	R2004
AC1021	R2007
AC1024	R2010
AC1027	R2013
AC1032	R2018

@@ -567,20 +583,68 @@

At 0x0D is a seeker (4 byte long absolute address) for the beginning sentinel of the image data.

3.2.3 OBJECT FREE SPACE

-**TODO.**

+See [chapter 21](#21-data-section-acdbobjfreespace).

3.2.4 TEMPLATE

-This section is optional, see chapter 22.

+This section is optional, see [chapter 22](#22-data-section-acdbtemplate).

3.2.5 DWGCODEPAGE:

Bytes at 0x13 and 0x14 are a raw short indicating the value of the code page for this drawing file.

Codepage	Name
0	UTF8 (Unused)
1	US_ASCII
2	ISO-8859-1
3	ISO-8859-2
4	ISO-8859-3
5	ISO-8859-4
6	ISO-8859-5
7	ISO-8859-6
8	ISO-8859-7
9	ISO-8859-8
10	ISO-8859-9
11	CP437 (DOS English)
12	CP850 (DOS Latin-1)
13	CP852 (DOS Central European)
14	CP855 (DOS Cyrillic)

```

+ 15 | CP857 (DOS Turkish)
+ 16 | CP860 (DOS Portuguese)
+ 17 | CP861 (DOS Icelandic)
+ 18 | CP863 (DOS Hebrew)
+ 19 | CP864 (DOS Arabic IBM)
+ 20 | CP865 (DOS Nordic)
+ 21 | CP869 (DOS Greek)
+ 22 | CP932 (DOS Japanese, shiftjis)
+ 23 | MACINTOSH
+ 24 | BIG5
+ 25 | CP949 (Korean, Wansung + Johab)
+ 26 | JOHAB
+ 27 | CP866 (Russian)
+ 28 | ANSI-1250 (Windows Central + Eastern European)
+ 29 | ANSI-1251 (Windows Cyrillic)
+ 30 | ANSI-1252 (Windows Western European)
+ 31 | GB2312 (Windows EUC-CN Chinese)
+ 32 | ANSI-1253 (Windows Greek)
+ 33 | ANSI-1254 (Windows Turkish)
+ 34 | ANSI-1255 (Windows Hebrew)
+ 35 | ANSI-1256 (Windows Arabic)
+ 36 | ANSI-1257 (Windows Baltic)
+ 37 | ANSI-874 (Windows Thai)
+ 38 | ANSI-932 (Windows Japanese, extended shiftjis, windows-31j)
+ 39 | ANSI-936 (Windows Simplified Chinese)
+ 40 | ANSI-949 (Windows Korean Wansung)
+ 41 | ANSI-950 (Windows Trad Chinese)
+ 42 | ANSI-1361 (Windows Korean Wansung)
+ 43 | UTF16 (Default since R2007)
+ 44 | ANSI-1258 (Windows Vietnamese)
+

```

3.2.6 SECTION-LOCATOR RECORDS:

At 0x15 is a long that tells how many sets of recno/seeker/length records follow. Each record has the following format:

```

Record number (raw byte) | Seeker (raw long) | Size (raw long)
@@ -590,26 +654,20 @@
-----

```

```

0 : Header variables (covers beginning and ending sentinels).
1 : Class section.
2 : Object map.
- 3 : (C3 and later.) A special table (no sentinels). See unknown section (R13 C3 and
d later). The presence of the 4th record (3) indicates that the C3 file format
- applies. Just look at the long at 21; if it's 4 or greater, it's the C3-and-la
ter
- format.
- 4 : In R13-R15, points to a location where there may be data stored. Currently we
- have seen only the MEASUREMENT variable stored here. See chapter 22.
+ 3 : R13 and later: OBJECT FREE SPACE (optional, without sentinels),
+ followed by the SECOND HEADER (with sentinels).
+ 4 : In R13-R2000, TEMPLATE with the MEASUREMENT variable. See chapter 22.
+ This section is optional.
+ 5: Auxheader. See chapter 27.
+ This section is optional.

```

-Remarks: We have seen files with up to 6 sets in this section; the meaning of the sixth one is unknown. The Open Design Toolkit emits files with the first 5 sets only.

+Remarks: We have seen files with up to 6 sets in this section. The Open Design Toolkit emits files with the first 5 sets only.

```

- RS : CRC for BOF to this point. Use 0 for the initial value, and depending on the
- number of sets of section-locators, XOR the result with one of the following:
- 3 : 0xA598
- 4 : 0x8101

```

```

-      5 : 0x3CC4
-      6 : 0x8461
+      RS : CRC from 0 to to this point, with the standard seed 0xC0C1

```

The following 16 byte sentinel appears after the CRC:

```

@@ -690,11 +748,11 @@
| 0x50 | 4 | Section Page Map Id |
| 0x54 | 8 | Section Page Map address (add 0x100 to this value) |
| 0x5C | 4 | Section Map Id |
| 0x60 | 4 | Section page array size |
| 0x64 | 4 | Gap array size |
-| 0x68 | 4 | CRC 32 (long). See paragraph 2.14.2 for the 32-bit |
+| 0x68 | 4 | CRC 32 (long). See paragraph [2.14.2] (#2142-32-bit-crc) for the 32-bit |
| | | CRC calculation, the seed is zero. Note that the |
| | | CRC calculation is done including the 4 CRC bytes |
| | | that are initially zero! So the CRC calculation takes |
| | | into account all of the 0x6c bytes of the data in this |
| | | table. |
@@ -966,11 +1024,11 @@

```

```
# 5 R2007 DWG FILE FORMAT ORGANIZATION
```

```
## 5.1 Sections and pages overview
```

-Like the R18 format the R21 format has sections and pages. There are system sections and data sections.

+Like the R18/R2004 format the R21/R2007 format has sections and pages. There are system sections and data sections.

The system sections contain information about where the data sections and their pages are in the stream.

A system section only has a single page, while a data section can have multiple pages. The page map contains information about where each data page is in the file stream. The section map has information about which pages belong to which section. The file header, which is at the beginning of the file, just after the meta data, contains the stream locations of the page map and section map.

```

@@ -1010,11 +1068,11 @@
| 0x0D | 4 | Preview address (long) |
| 0x11 | 1 | Dwg version (Acad version that writes the file) |
| 0x12 | 1 | Maintenance release version (Acad maintenance version that writes the file) |
| | | |
| 0x13 | 2 | Codepage |
| 0x15 | 3 | Unknown (ODA writes zeroes) |
-| 0x18 | 4 | SecurityType (long), see R2004 meta data, the definition is the same, paragraph 4.1. |
+| 0x18 | 4 | SecurityType (long), see R2004 meta data, the definition is the same, paragraph [4.1] (#41-r2004-file-header) |
| 0x1C | 4 | Unknown long |
| 0x20 | 4 | Summary info Address in stream |
| 0x24 | 4 | VBA Project Addr (0 if not present) |
| 0x28 | 4 | 0x00000080 |
| 0x2C | 4 | Application Info Addr |
@@ -1093,11 +1151,11 @@
}
'''

```

The ****File Header**** value PagesMaxId indicates the largest index that will be used for the m_pages array.

-Next, the Section Map should be loaded. The offset of the section map data is the m_offset value of the page with index SectionsMapId in the Page Map of the file. The File Header values SectionsMapSizeCompressed, SectionsMapSizeUncompressed, SectionsMapCrcComp

ressed, SectionsMapCrcUncompressed, and SectionsMapCorrectionFactor make of the remainder of the arguments to pass to the `OdDwgR21FileController::loadSysPage` function (see paragraph 5.3) for decoding and decompression of the Section Map data. The decoded and decompressed Section Map data consists of the following attributes for each section in the file:

+Next, the Section Map should be loaded. The offset of the section map data is the `m_offset` value of the page with index `SectionsMapId` in the Page Map of the file. The File Header values `SectionsMapSizeCompressed`, `SectionsMapSizeUncompressed`, `SectionsMapCrcCompressed`, `SectionsMapCrcUncompressed`, and `SectionsMapCorrectionFactor` make of the remainder of the arguments to pass to the `OdDwgR21FileController::loadSysPage` function (see paragraph [5.3] (#53-system-section-page)) for decoding and decompression of the Section Map data. The decoded and decompressed Section Map data consists of the following attributes for each section in the file:

Address	Length	Description
0x00	8	Data size
0x08	8	Max size

@@ -1192,21 +1250,21 @@

By default data/properties are not encrypted. Encryption still needs to be described.

5.2.1 File header creation

-Creating the R21 file header is very complex:

+Creating the R2007 file header is very complex:

-Compute and set all the file header fields. In this process also compute CRC and generate check data, derived from a CRC seed value (paragraph 5.2.1.1).

+Compute and set all the file header fields. In this process also compute CRC and generate check data, derived from a CRC seed value (paragraph [5.2.1.1] (#5211-calculating-the-file-header-crCs-and-check-data)).

-Write the file header data to a buffer and calculate/write the 64-bit CRC (paragraph 5.2.1.2).

+Write the file header data to a buffer and calculate/write the 64-bit CRC (paragraph [5.2.1.2] (#5212-calculate-file-header-data-64-bit-crc-decompressed)).

-Compress the file header data and calculate the 64-bit CRC (paragraph 5.2.1.3).

+Compress the file header data and calculate the 64-bit CRC (paragraph [5.2.1.3] (#5213-compress-and-calculate-64-bit-crc-compressed)).

-Create a checking sequence and calculate a CRC over this sequence data (paragraph 5.2.1.4).

+Create a checking sequence and calculate a CRC over this sequence data (paragraph [5.2.1.4] (#5214-create-checking-sequence-and-64-bit-crc)).

-Create a buffer in preparation of Reed-Solomon encoding (Pre-Reed-Solomon encoded data). This contains checking sequence, compressed CRC, compressed size, compressed data and random data (as padding) (paragraph 5.2.1.5).

+Create a buffer in preparation of Reed-Solomon encoding (Pre-Reed-Solomon encoded data). This contains checking sequence, compressed CRC, compressed size, compressed data and random data (as padding) (paragraph [5.2.1.5] (#5215-create-a-buffer-in-preparation-of-reed-solomon-encoding)).

Encode the data using Reed-Solomon (for error correction).

Write the encoded data, followed by the check data from the first step.

@@ -1214,23 +1272,23 @@

The file header data consists of regular data fields and CRC values and check data to verify the data's correctness. All fields pertaining to the file header's correctness are discussed in more detail in the following paragraphs. Note that the order of CRC calculation is important, so the order of the following paragraphs should be used.

5.2.1.1.1 RandomSeed

-Is filled with the CRC random encodingâ\200\231s seed (see paragraph 5.11).

+Is filled with the CRC random encodingâ\200\231s seed (see paragraph [5.11] (#511-crc-random-encoding)).

5.2.1.1.2 CrcSeed

The ODA always initializes this with value 0.

5.2.1.1.3 SectionsMapCrcSeed

-Is filled with crcSeed initially. Then itâ\200\231s encoded using the CRC random encoding as described in paragraph 5.11.

+Is filled with crcSeed initially. Then itâ\200\231s encoded using the CRC random encoding as described in paragraph [5.11] (#511-crc-random-encoding).

5.2.1.1.4 PagesMapCrcSeed

-Is filled with crcSeed initially. Then itâ\200\231s encoded using the CRC random encoding as described in paragraph 5.11.

+Is filled with crcSeed initially. Then itâ\200\231s encoded using the CRC random encoding as described in paragraph [5.11] (#511-crc-random-encoding).

5.2.1.1.5 Check data

The check data for the file header page is present at the end of the header page at location 0x3d8. It contains data generated based on the CrcSeed and the current state of the CRC random encoder. The check data contains the following UInt64 fields (computed in this order):

```
@@ -1302,44 +1360,44 @@
```

```
}  
\ \ \
```

5.2.1.1.6 CrcSeedEncoded

-Encoded value of CrcSeed, using the CRC random encoding as described in paragraph 5.11.

+Encoded value of CrcSeed, using the CRC random encoding as described in paragraph [5.11] (#511-crc-random-encoding).

5.2.1.2 Calculate file header data 64-bit CRC (decompressed)

-The last field in the file header is a normal 64-bit CRC (see paragraph 5.12) which is the CRC calculated from the file header data, including the 64-bit CRC with value zero. The CRC seed value is 0, and then updated with method UpdateSeed2 before calling UpdateCrc (see again paragraph 5.12). The initial CRC value of 0 is replaced with the calculated value.

+The last field in the file header is a normal 64-bit CRC (see paragraph [5.12] (#512-64-bit-crc-calculation)) which is the CRC calculated from the file header data, including the 64-bit CRC with value zero. The CRC seed value is 0, and then updated with method UpdateSeed2 before calling UpdateCrc (see again paragraph [5.12] (#512-64-bit-crc-calculation)). The initial CRC value of 0 is replaced with the calculated value.

5.2.1.3 Compress and calculate 64-bit CRC (compressed)

-The file header data is compressed. If the compressed data is not shorter than the uncompressed data, then the uncompressed data itself is used. Another normal 64-bit CRC value is calculated from the resulting data (see paragraph 5.12).

+The file header data is compressed. If the compressed data is not shorter than the uncompressed data, then the uncompressed data itself is used. Another normal 64-bit CRC value is calculated from the resulting data (see paragraph [5.12] (#512-64-bit-crc-calculation)).

5.2.1.4 Create checking sequence and 64-bit CRC

-Another checking sequence of 2 UInt64 values is created, very similar to the check data in paragraph 5.2.1.1.5. The first value is filled with the next value from the random encoder (see paragraph 5.11). The second value is calculated using the check data's Encode function, with the first sequence value passed as first (value) and second (control) parameter. The sequence bytes are then converted to little endian format. The last step is calculating a normal 64-bit CRC value (see paragraph 5.12). The CRC seed value is 0, updated by method UpdateSeed1.

+Another checking sequence of 2 UInt64 values is created, very similar to the check data in paragraph [5.2.1.1.5.] (#5.2.1.1.5.) The first value is filled with the next value from the random encoder (see paragraph [5.11] (#511-crc-random-encoding)). The second value is calculated using the check data's Encode function, with the first sequence value passed as first (value) and second (control) parameter. The sequence bytes are then converted to little endian format. The last step is calculating a normal 64-bit CRC value (see paragraph [5.12] (#512-64-bit-crc-calculation)). The CRC seed value is 0, updated by method UpdateSeed1.

5.2.1.5 Create a buffer in preparation of Reed-Solomon encoding

-In preparation of the next step, which is Reed-Solomon (RS) encoding, a buffer is created which is going to be encoded. The size of this buffer is 3 x 239 bytes (239 is the RS data size for a block (k) used for system pages, see paragraph 5.13). First a block is created, of which the size is a multiple of 8 bytes:

+In preparation of the next step, which is Reed-Solomon (RS) encoding, a buffer is created which is going to be encoded. The size of this buffer is 3 x 239 bytes (239 is the RS data size for a block (k) used for system pages, see paragraph [5.13] (#513-reed-solomon-encoding)). First a block is created, of which the size is a multiple of 8 bytes:

	Position	Size	Description
-	0	8	Checking sequence CRC (paragraph 5.2.1.4)
-	8	8	Checking sequence first UInt64 value (paragraph 5.2.1.4)
-	16	8	Compressed data CRC (paragraph 5.2.1.3)
+	0	8	Checking sequence CRC (paragraph [5.2.1.4] (#5214-create-checking-sequence-and-64-bit-crc))
+	8	8	Checking sequence first UInt64 value (paragraph [5.2.1.4] (#5214-create-checking-sequence-and-64-bit-crc))
+	16	8	Compressed data CRC (paragraph [5.2.1.3] (#5213-compress-and-calculate-64-bit-crc-compressed))
	24	8	Compressed data size. In case the compressed data size is larger than the uncompressed data size, then the negated uncompressed data size is written.
	32	n	Compressed data in case the size is smaller than the uncompressed data size. Otherwise the uncompressed data.
-	32 + n	m	Padding so the block size is a multiple of 8 bytes. The padding bytes are gotten from the CRC random encoding, see paragraph 5.11. This block is repeated as many times as possible within the buffer. The remaining bytes are filled using random padding data from the CRC random encoding (see paragraph 5.11).
+	32 + n	m	Padding so the block size is a multiple of 8 bytes. The padding bytes are gotten from the CRC random encoding, see paragraph [5.11] (#511-crc-random-encoding). This block is repeated as many times as possible within the buffer. The remaining bytes are filled using random padding data from the CRC random encoding (see paragraph [5.11] (#511-crc-random-encoding)).

5.2.1.6 Encode the data using Reed-Solomon

-In this step the header data is encoded using the Reed-Solomon (RS) encoding for interleaved system pages (see paragraph 5.13). The encoded size is 3 x 255 bytes. The remaining bytes of the page (of total size 0x400) are filled using random padding data from the CRC random encoding (see paragraph 5.11).

+In this step the header data is encoded using the Reed-Solomon (RS) encoding for interleaved system pages (see paragraph [5.13] (#513-reed-solomon-encoding)). The encoded size is 3 x 255 bytes. The remaining bytes of the page (of total size 0x400) are filled using random padding data from the CRC random encoding (see paragraph [5.11] (#511-crc-random-encoding)).

5.2.1.7 Add check data at the end of the page

-The last 0x20 bytes of the page should be overwritten using the check data, calculated

in paragraph 5.2.1.1.5. The page size remains 0x400 bytes.

+The last 0x20 bytes of the page should be overwritten using the check data, calculated in paragraph [5.2.1.1.5.] (#5.2.1.1.5.) The page size remains 0x400 bytes.

5.2.1.8 Write the file header to the file stream

The file header is written to position 0x80 and to the end of the file stream.

@@ -1349,26 +1407,26 @@

Inputs for writing a system section page are:

* The data.

* The 64-bit CRC seed.

-* The page size (minimum 0x400). The page size is determined from the decompressed data size as described in paragraph 5.3.1.

+* The page size (minimum 0x400). The page size is determined from the decompressed data size as described in paragraph [5.3.1.] (#5.3.1.)

Outputs are:

* Compressed and Reed-Solomon (RS) encoded data.

-* Derived properties of the (compressed/encoded) data: compressed 64-bit CRC, decompressed 64 bit CRC, data repeat count (or data factor). These derived properties are written in the file header (see paragraph 5.2).

+* Derived properties of the (compressed/encoded) data: compressed 64-bit CRC, decompressed 64 bit CRC, data repeat count (or data factor). These derived properties are written in the file header (see paragraph [5.2] (#5.2)).

-First the 64-bit CRC of the decompressed data is calculated, using the mirrored 64-bit CRC calculation (see paragraph 5.12). This uses theUpdateSeed1 method to update the CRC seed before entering the CRC computation.

+First the 64-bit CRC of the decompressed data is calculated, using the mirrored 64-bit CRC calculation (see paragraph [5.12] (#512-64-bit-crc-calculation)). This uses theUpdateSeed1 method to update the CRC seed before entering the CRC computation.

Next step is compression. If the compressed data isn't shorter than the original data, then the original data is used instead of the compressed data.

Of the resulting data (either compressed or not), another 64-bit CRC is computed (similarly to described above).

The resulting data is padded with zeroes so the length is a multiple of the CRC block size (8).

-Now the resulting data is repeated as many times as possible within the page, RS encoded (see paragraph 5.13) and padded. The maximum RS block count (integer) is the page size divided by the RS codeword size (255). The maximum RS pre-encoded size is the maximum RS block count times the k value of the RS system page encoding (239). So the data repeat count is the maximum RS pre-encoded size divided by the resulting (padded) data length. Next a buffer is created, with the resulting (padded) data repeated (data repeat count times). This buffer is encoded using RS encoding for system pages, interleaved. Note that the actual RS block count is less than or equal to the maximum RS block count calculated above. The encoded size is the RS block count times 255. The final step is to add padding using random data from the random encoding to fill the remainder of the page, see paragraph 5.11.

+Now the resulting data is repeated as many times as possible within the page, RS encoded (see paragraph [5.13] (#513-reed-solomon-encoding)) and padded. The maximum RS block count (integer) is the page size divided by the RS codeword size (255). The maximum RS pre-encoded size is the maximum RS block count times the k value of the RS system page encoding (239). So the data repeat count is the maximum RS pre-encoded size divided by the resulting (padded) data length. Next a buffer is created, with the resulting (padded) data repeated (data repeat count times). This buffer is encoded using RS encoding for system pages, interleaved. Note that the actual RS block count is less than or equal to the maximum RS block count calculated above. The encoded size is the RS block count times 255. The final step is to add padding using random data from the random encoding to fill the remainder of the page, see paragraph [5.11] (#511-crc-random-encoding).

5.3.1 System section page size calculation

The data stored in a system section is first padded until its size is a multiple of the CRC block size (8). This is called the aligned size. The Reed-Solomon encoded aligned data should fit the system section at least two times. The minimum page size is 0x400 bytes.

@@ -1403,21 +1461,21 @@

5.4 Data section page

Data sections are used for all sections except the data section map and the section page map. The section's data is partitioned into pages, each of Max size length, except for the last page which may be of size less than Max size. The following steps are taken when writing data page.

-First a 32-bit data checksum of the page's data is calculated. The pseudo code for this calculation is presented in paragraph 5.4.1.

+First a 32-bit data checksum of the page's data is calculated. The pseudo code for this calculation is presented in paragraph [5.4.1.] (#5.4.1.)

Next the page data is optionally compressed (depending on the section). If the compressed data isn't shorter than the original data, then this page's data is not compressed.

If the file is encrypted, the page is encrypted (to be described).

-The page's 64-bit CRC is calculated (mirrored CRC, see paragraph 5.12). The page CRC seed is the file's CRC seed updated using UpdateSeed1 (see again paragraph 5.12).

+The page's 64-bit CRC is calculated (mirrored CRC, see paragraph [5.12] (#512-64-bit-crc-calculation)). The page CRC seed is the file's CRC seed updated using UpdateSeed1 (see again paragraph [5.12] (#512-64-bit-crc-calculation)).

Pad the data with zero bytes so the size becomes a multiple of the CRC block size (0x8).

-The data is Reed-Solomon encoded (see paragraph 5.13). Depending on the section encoding, the data is either interleaved (value 4) or not (value 1).

+The data is Reed-Solomon encoded (see paragraph [5.13] (#513-reed-solomon-encoding)). Depending on the section encoding, the data is either interleaved (value 4) or not (value 1).

The page start position should be aligned on a 0x20 byte boundary (if all is well nothing has to be done at this point to achieve this). The data is written and padded with zero bytes so the stream position is again at a 0x20 byte boundary.

Finally the current page ID is incremented.

@@ -1506,11 +1564,11 @@

The AcDb:Security section is optional in the file; it is present if the file was saved with a password. The data in this section is in the same format as in the R2004 format, 2 unknown 32-bit integers, a 32-bit integer with value 0xABCDABCD, etc.

5.6 AcDb:AuxHeader Section

-This section is in the same format as in R2004. See details in chapter 27.

+This section is in the same format as in R2004. See details in [chapter 27] (#27-data-section-acdbauxheader-auxiliary-file-header).

5.7 AcDb:Handles Section

This section is in the same format as in R2004.

@@ -1557,15 +1615,15 @@

We read sets of these until we exhaust the data.

5.9 AcDb:Header Section

-This section contains the "DWG Header Variables" data in a similar format as R15 files (see details in the DWG HEADER VARIABLES section of this document), except that string data is separated out into a string stream. See the Objects Section for details about string stream location within an object. Also, the handles are separated out into a separate stream at the end of the header, in the same manner as is done for Objects.

+This section contains the "DWG Header Variables" data in a similar format as R2000 files (see details in the DWG HEADER VARIABLES section of this document), except that string data is separated out into a string stream. See the Objects Section for details about string stream location within an object. Also, the handles are separated out into a separate stream at the end of the header, in the same manner as is done for Objects.

5.10 Decompression

-The compression uses another variant of the LZ77 algorithm, different from the one used in R18. Like the R18 compression, the compressed stream (source buffer) contains opcodes, offsets and lengths of byte chunks to be copied from either compressed or decompressed buffer.

+The compression uses another variant of the LZ77 algorithm, different from the one used in R18/R2004. Like the R18/R2004 compression, the compressed stream (source buffer) contains opcodes, offsets and lengths of byte chunks to be copied from either compressed or decompressed buffer.

An opcode consists of a single byte. The first byte contains the first opcode. If the first opcode's high nibble equals a 2, then:

* the source buffer pointer is advanced 2 bytes, and a length is read from the next byte, bitwise and-ed with 0x07

@@ -1993,15 +2051,15 @@

```
0xa6df411fbfb21ca3, 0xdc0731d78f8795da, 0x536fa08fdfd90e51, 0x29b7d047efec8728
````
```

## ## 5.13 Reed-Solomon encoding

-R21 uses Reed-Solomon (RS) encoding to add error correction. Error correction codes are typically used in telecommunication to correct errors during transmission or on media to correct e.g. errors caused by a scratch on a CD. RS coding takes considerably study to master, and books on the subject require at least some mathematical base knowledge on academic level. For this reason it's recommended to use an existing RS implementation, rather than to build one from scratch. When choosing to learn about the subject, a good book on the subject is "Error Control Coding, Second Edition" (2002), by Shu Lin and Daniel J. Costello, Jr. This book is taught over two semesters, to give an idea of the depth of the subject. RS coding is treated in Chapter 7 out of 22, to have a full understanding of the subject chapters 1-7 should be read.

+R2007 uses Reed-Solomon (RS) encoding to add error correction. Error correction codes are typically used in telecommunication to correct errors during transmission or on media to correct e.g. errors caused by a scratch on a CD. RS coding takes considerably study to master, and books on the subject require at least some mathematical base knowledge on academic level. For this reason it's recommended to use an existing RS implementation, rather than to build one from scratch. When choosing to learn about the subject, a good book on the subject is "Error Control Coding, Second Edition" (2002), by Shu Lin and Daniel J. Costello, Jr. This book is taught over two semesters, to give an idea of the depth of the subject. RS coding is treated in Chapter 7 out of 22, to have a full understanding of the subject chapters 1-7 should be read.

An open source RS implementation is available from <<http://www.eccpage.com/>>, item "Reed-Solomon (RS) codes" (2002), by Simon Rockliff, 1989. This implementation uses Berlekamp-Massey for decoding. Note that there are many ways to encode and decode, the implementation above is just one example. Though only 404 lines of code, the math involved is very sophisticated.

-DWG file format version R21 uses two configurations of RS coding:

## +DWG file format version R2007 uses two configurations of RS coding:

\* Data pages: use a (n, k) of (255, 251), the primitive polynomial coefficients being (1, 0, 1, 1, 1, 0, 0, 0). This configuration can correct  $(255 - 251) / 2 = 2$  error bytes per block of 255 bytes. For each 251 data bytes (k), 4 parity bytes are added to form a 255 byte (code word) block.

\* System pages: use a (n, k) of (255, 239), the primitive polynomial coefficients being (1, 0, 0, 1, 0, 1, 1, 0). This configuration can correct  $(255 - 239) / 2 = 8$  error bytes per block of 255 bytes. For each 239 data bytes (k), 16 parity bytes are added to form a 255 byte (code word) block.

@@ -2011,54 +2069,54 @@

### ### 5.13.1 Non-interleaved

All original data blocks are followed by the parity byte blocks (i.e. the first parity block follows the last data block).

**-When the last block is not entirely filled, then random bytes are added from the random encoding (see paragraph 5.11) to fill the block to have size k.**

+When the last block is not entirely filled, then random bytes are added from the random encoding (see paragraph [5.11](#511-crc-random-encoding)) to fill the block to have size k.

### ### 5.13.2 Interleaved

When more than 1 block of data is encoded, the encoded block data is interleaved. E.g. when there are 3 blocks to be encoded, then the data bytes and parity bytes of the first block are written to positions  $3 \times i$  (where  $i$  is an integer  $\geq 0$ ). The encoded bytes of the second block are written to positions  $3 \times i + 1$  and of the third block to positions  $3 \times i + 2$ .

**-When the last block is not entirely filled, then random bytes are added from the random encoding (see paragraph 5.11) to fill the block to have size k.**

+When the last block is not entirely filled, then random bytes are added from the random encoding (see paragraph [5.11](#511-crc-random-encoding)) to fill the block to have size k.

## # 6 R2010 DWG FILE FORMAT ORGANIZATION

**-The 2010 format is based mostly on the 2004 format and somewhat on the 2007 format. The file header, page map, section map, compression are the same as in R2004. The bit coding is the same as in R2007 (see chapter 2), with the exception of the Object Type being encoded differently (see paragraph 2.12).**

+The 2010 format is based mostly on the 2004 format and somewhat on the 2007 format. The file header, page map, section map, compression are the same as in R2004. The bit coding is the same as in R2007 (see [chapter 2](#2-bit-codes-and-data-definitions)), with the exception of the Object Type being encoded differently (see paragraph [2.12](#212-object-type)).

Like the R2007 format, the data, strings and handles are separated in header and objects sections.

## # 7 R2013 DWG FILE FORMAT ORGANIZATION

The 2013 format is based mostly on the 2010 format. The file header, summary info, page map, section map, compression are the same as in R2004. The bit coding is the same as in R2010. Like the R2007 format, the data, strings and handles are separated in header and objects sections. The changes in the Header section are minor (only 2 added fields).

**-A new data section was introduced, the data storage section (AcDb:AcDsPrototype\_1b). At this moment (December 2012), this section contains information about Acis data (regions, solids). See chapter 24 for more details about this section.**

+A new data section was introduced, the data storage section (AcDb:AcDsPrototype\_1b). At this moment (December 2012), this section contains information about Acis data (regions, solids).

ons, solids). See [chapter 24](#24-section-acdbacdsprototype\_1b-datastorage) for more details about this section.

Note that at the point of writing (22 March 2013) known valid values for acad maintenance version are 6 and 8. The ODA currently writes value 8.

#### # 8 R2018 DWG FILE FORMAT ORGANIZATION

The AutoCAD 2018 format is almost identical to the 2013 format. Structurally they are identical.

Below is a summary of the changes:

-\* Three shorts (int16) with value zero have been added to end of the auxiliary file header (see chapter 27).

+\* Three shorts (int16) with value zero have been added to end of the auxiliary file header (see [chapter 27](#27-data-section-acdbauxheader-auxiliary-file-header)).

-\* In the AcDb:Header nothing changed, but note that the unknown 32-bit int at the start, directly following the section size that was present for R2010/R2013 for acad maintenance version greater than 3, is also present for R2018 (see chapter 9).

+\* In the AcDb:Header nothing changed, but note that the unknown 32-bit int at the start, directly following the section size that was present for R2010/R2013 for acad maintenance version greater than 3, is also present for R2018 (see [chapter 9](#9-data-section-acdbheader-header-variables)).

\* Additions/changes in the following entities:

- \* ACAD\\_PROXY\\_ENTITY (paragraph 20.4.90),

- \* ATTRIB (paragraph 20.4.4),

- \* ATTDEF (paragraph 20.4.5),

- \* MTEXT (see paragraph 20.4.46).

+ \* ACAD\\_PROXY\\_ENTITY (paragraph [20.4.90](#20490-proxy-varies)),

+ \* ATTRIB (paragraph [20.4.4](#2044-attrib-2)),

+ \* ATTDEF (paragraph [20.4.5](#2045-attdef-3)),

+ \* MTEXT (see paragraph [20.4.46](#20446-mtext-44)).

-\* Object MLINestyle (paragraph 20.4.73) references line types in its element by their handle rather than by index.

+\* Object MLINestyle (paragraph [20.4.73](#20473-mlinestyle-73)) references line types in its element by their handle rather than by index.

#### # 9 Data section AcDb:Header (HEADER VARIABLES)

-The header contains all header (system) variables, except the MEASUREMENT variable, which is present in the AcDb:Template section, see chapter 22.

+The header contains all header (system) variables, except the MEASUREMENT variable, which is present in the AcDb:Template section, see [chapter 22](#22-data-section-acdbtemplate).

The header variables section indicated by section-locator 0 has the following form:

Beginning sentinel

Size of the section (a 4 byte long)

@@ -2066,11 +2124,11 @@

Unknown (4 byte long), might be part of a 64-bit size.

Data (system variables and possibly other data at the beginning)

CRC (covers the stepper and the data)

Ending sentinel

-This data section appear as one long stream, with no gaps. Most are bit coded. (See the BIT CODES section.) The header is padded with random bits to the next byte boundary.

+This data section appear as one long stream, with no gaps. Most are bit coded. (See the [BIT CODES section](#2-bit-codes-and-data-definitions).) The header is padded with random bits to the next byte boundary.

The following 16 byte sentinel introduces this section:

0xCF,0x7B,0x1F,0x23,0xFD,0xDE,0x38,0xA9,0x5F,0x7C,0x68,0xB8,0x4E,0x6D,0x33,0x5F  
RL : Size of the section.

@@ -2082,11 +2140,11 @@

-----  
R2007 Only:

RL : Size in bits

R2013+:

- **BLL : Variabele REQUIREDVERSIONS, default value 0, read only.**

+ **BLL : Variable REQUIREDVERSIONS, default value 0, read only.**

Common:

BD : Unknown, default value 412148564080.0

BD : Unknown, default value 1.0

BD : Unknown, default value 1.0

BD : Unknown, default value 1.0

@@ -2111,20 +2169,20 @@

B : REGENMODE

B : FILLMODE

B : QTEXTMODE

B : PSLTSCALE

B : LIMCHECK

- **R13-R14 Only (stored in registry from R15 onwards):**

+ **R13-R14 Only (stored in registry from R2000 onwards):**

B : BLIPMODE

R2004+:

B : Undocumented

Common:

B : USRTIMER (User timer on/off).

B : SKPOLY

B : ANGDIR

B : SPLFRAME

- **R13-R14 Only (stored in registry from R15 onwards):**

+ **R13-R14 Only (stored in registry from R2000 onwards):**

B : ATTREQ

B : ATTDIA

Common:

B : MIRRTEXT

B : WORLDVIEW

@@ -2132,33 +2190,33 @@

B : WIREFRAME Undocumented.

Common:

B : TILEMODE

B : PLIMCHECK

B : VISRETAIN

- **R13-R14 Only (stored in registry from R15 onwards):**

+ **R13-R14 Only (stored in registry from R2000 onwards):**

B : DELOBJ

Common:

B : DISPSILH

B : PELLIPSE (not present in DXF)

BS : PROXYGRAPHICS

- **R13-R14 Only (stored in registry from R15 onwards):**

+ **R13-R14 Only (stored in registry from R2000 onwards):**

BS : DRAGMODE

Common:

BS : TREEDEPTH

BS : LUNITS

BS : LUPREC

BS : AUNITS

BS : AUPREC

- **R13-R14 Only Only (stored in registry from R15 onwards):**

+ **R13-R14 Only Only (stored in registry from R2000 onwards):**

BS : OSMODE

Common:

BS : ATTMODE

- **R13-R14 Only Only (stored in registry from R15 onwards):**

```

+ R13-R14 Only Only (stored in registry from R2000 onwards):
 BS : COORDS
Common:
 BS : PDMODE
- R13-R14 Only Only (stored in registry from R15 onwards):
+ R13-R14 Only Only (stored in registry from R2000 onwards):
 BS : PICKSTYLE
R2004+:
 BL : Unknown
 BL : Unknown
 BL : Unknown
@@ -2201,11 +2259,11 @@
 BD : CHAMFERC
 BD : CHAMFERD
 BD : FACETRES
 BD : CMLSCALE
 BD : CELTSCALE
- R13-R18:
+ R13-R2004:
 TV : MENUNAME
Common:
 BL : TDCREATE (Julian day)
 BL : TDCREATE (Milliseconds into the day)
 BL : TDUPDATE (Julian day)
@@ -2220,11 +2278,11 @@
 BL : TDUSRTIMER (Days)
 BL : TDUSRTIMER (Milliseconds into the day)
CMC : CECOLOR
 H : HANDSEED The next handle, with an 8-bit length specifier preceding the ha
ndle
 bytes (standard hex handle form) (code 0). The HANDSEED is not part of the
handle
- stream, but of the normal data stream (relevant for R21 and later).
+ stream, but of the normal data stream (relevant for R2007 and later).
 H : CLAYER (hard pointer)
 H : TEXTSTYLE (hard pointer)
 H : CELTYPE (hard pointer)
R2007+ Only:
 H : CMATERIAL (hard pointer)
@@ -2410,11 +2468,11 @@
 H : LINETYPE CONTROL OBJECT (hard owner)
 H : VIEW CONTROL OBJECT (hard owner)
 H : UCS CONTROL OBJECT (hard owner)
 H : VPORT CONTROL OBJECT (hard owner)
 H : APPID CONTROL OBJECT (hard owner)
- H : DIMSTYLE CONTROL OBJECT (hard owner) R13-R15 Only:
+ H : DIMSTYLE CONTROL OBJECT (hard owner) R13-R2000 Only:
 H : VIEWPORT ENTITY HEADER CONTROL OBJECT (hard owner) Common:
 H : DICTIONARY (ACAD_GROUP) (hard pointer)
 H : DICTIONARY (ACAD_MLINestyle) (hard pointer)
 H : DICTIONARY (NAMED OBJECTS) (hard owner)
R2000+ Only:
@@ -2603,11 +2661,11 @@
00240 47 B1 92 CC A0 G.... 0100 0111 1011 0001 1001 0010 1100 1100 1010 0000
```

```

```
# 10 Data section AcDb:Classes
```

```

-## 10.1 R13-R15
+## 10.1 R13-R2000

```

This section contains the defined classes for the drawing.

```
SN : 0x8D 0xA1 0xC4 0xB8 0xC4 0xA9 0xF8 0xC5 0xC0 0xDC 0xF4 0x5F 0xE7 0xCF 0xB6 0x8A.
```

```
RL : size of class data area.
```

```
@@ -2630,13 +2688,13 @@
```

This following 16-byte sentinel appears after the CRC:

0x72,0x5E,0x3B,0x47,0x3B,0x56,0x07,0x3A,0x3F,0x23,0x0B,0xA0,0x18,0x30,0x49,0x75

-For R18 and later 8 unknown bytes follow. The ODA writes 0 bytes.
+For R18/R2004 and later 8 unknown bytes follow. The ODA writes 0 bytes.

-## 10.2 R18+
+## 10.2 R2004+

This section is compressed and contains the standard 32 byte section header.

This section contains the defined classes for the drawing.

@@ -2688,15 +2746,15 @@

11 PADDING (R13C3 AND LATER)

0x200 bytes of padding. Can be ignored. When writing, the Open Design Toolkit writes a ll 0s.

-Occasionally AutoCAD will use the first 4 bytes of this area to store the value of the "measurement" variable. This padding was evidently required to allow pre-R13C3 versions of AutoCAD to read files produced by R13C3 and later.

+Occasionally AutoCAD will use the first 4 bytes of this area to store the value of the "measurement" variable, i.e the TEMPLATE section. This padding was evidently required to allow pre-R13C3 versions of AutoCAD to read files produced by R13C3 and later.

12 Data section: ""

-The empty data section was introduced in R18. This section contains no data.
+The empty data section was introduced in R18/R2004. This section contains no data.

Section property	Value
Name	â\200\234â\200\235
Section ID	Always 0
@@ -2807,43 +2865,42 @@	
Name	AcDb:AppInfo
Compressed	1
Encrypted	0
Page size	0x80

-The AppInfo format depends on the application version (Acad version that wrote the file) in the file header. So a R18 .dwg file might have an R21 AppInfo section.

+The AppInfo format depends on the application version (Acad version that wrote the file) in the file header. So a R2004 .dwg file might have an R2007 AppInfo section.

-## 16.1 R18
+## 16.1 R2004

-In R18 the app info section consists of the following fields. Strings are encoded as a 16-bit length, followed by the character bytes (0-terminated).

+In R2004 the app info section consists of the following fields. Strings are encoded as a 16-bit length, followed by the single-character bytes (0-terminated).

Type	Length	Description
- String	2 + n	App info name, ODA writes â\200\234AppInfoDataListâ\200\235
- UInt32	4	Unknown, ODA writes 2
- String	2 + n	Unknown, ODA writes â\200\2344001â\200\235
- String	2 + n	App info product XML element, e.g. ODA writes
-		â\200\234<ProductInformation name=â\200\235Teighaâ\200\235 build_v
-		ersion=â\200\2350.0â\200\235
-		registry_version=â\200\2353.3â\200\235 install_id_string=â\200\235
-		ODAâ\200\235

```

- | registry_localeID=â\200\2351033â\200\235/>â\200\234
- | String | 2 + n | App info version, e.g. ODA writes â\200\2342.7.2.0â\200\235.
+ | String | 2 + n | App info name, ACAD writes "AppInfoData", ODA writes "AppInfoDataL
ist"
+ | RL | 4 | num strings (default: 0)
+ | String | 2 + n | Comment, e.g. "5004", ODA writes "4001"
+ | String | 2 + n | App info product string, e.g. "Autodesk Architectural Desktop 2007
"
+ | String | 2 + n | App info version, e.g. "5.0.318.0", ODA writes "2.7.2.0".

```

-### 16.2 R21-27

+### 16.2 R2007+ or class_version == 3

-In R21 (and also R24, R27) the app info section consists of the following fields. Strings are encoded as a 16-bit length, followed by the character bytes (0-terminated), using unicode encoding (2 bytes per character).

+Since R2007 or class_version 3 the app info section consists of the following fields. Strings are encoded as a 16-bit length, followed by 0-terminated unicode wide-chars (2 bytes per character).

Type	Length	Description
- UInt32	4	Unknown (ODA writes 2)
+ RL	4	class_version (default: 3)
String	2 + 2 * n + 2	App info name, ODA writes â\200\234AppInfoDataListâ\200\235
- UInt32	4	Unknown (ODA writes 3)
- Byte[]	16	Version data (checksum, ODA writes zeroes)
- String	2 + 2 * n + 2	Version
- Byte[]	16	Comment data (checksum, ODA writes zeroes)
- String	2 + 2 * n + 2	Comment
- Byte[]	16	Product data (checksum, ODA writes zeroes)
- String	2 + 2 * n + 2	Product
- String	2 + n	App info version, e.g. ODA writes "2.7.2.0".
+ RL	4	num strings (default: 3)
+ Byte[]	16	Version checksum (ODA and LibreDWG write zeroes)
+ String	2 + 2 * n + 2	Version. Eg "Teigha(R) 4.3.2.0" or AutoCAD: "19.0.55.0.0"
+ Byte[]	16	Comment checksum (ODA and LibreDWG write zeroes)
+ String	2 + 2 * n + 2	Comment. Eg "Autodesk DWG. This file is a Trusted DWG last saved by an
+		Autodesk application or Autodesk licensed application.", or "This file was last saved by an
+		Open Design Alliance (ODA) application or an ODA licensed application." or
+		"This file was last saved by LibreDWG."
+ Byte[]	16	Product checksum (ODA and LibreDWG write zeroes)
+ String	2 + 2 * n + 2	ProductInformation as XML

17 Data section AcDb:FileDepList

Contains file dependencies (e.g. IMAGE files, or fonts used by STYLE).

@@ -2852,11 +2909,11 @@

Name	AcDb:FileDepList
Compressed	1
Encrypted	2 (meaning unknown)
Page size	0x80 if number of entries is 0 or 1. If more than 1, then 0x80 x number of entries.

-In R18 the app info section consists of the following fields. Strings are encoded as a 32-bit length, followed by the character bytes (without trailing 0).

+In R2004 the app info section consists of the following fields. Strings are encoded as a 32-bit length, followed by the character bytes (without trailing 0).

Type	Length	Description
Int32	4	Feature count (ftc)
String32	ftc * (4 + n)	Feature name list. A feature name is one of the followin

g:

```

@@ -2889,21 +2946,21 @@
| Encrypted          | 0
| Page size         | 0x7400

```

The contents of this section are unknown. In the following paragraphs is described what the ODA writes in this section.

```

-## 18.1 R18
+## 18.1 R2004

```

Type	Length	Description
UInt32	4	Unknown (ODA writes 0)
UInt32	4	Unknown (ODA writes 0)
UInt32	4	Unknown (ODA writes 0)

More unknown bytes may follow.

```

-## 18.2 R21
+## 18.2 R2007

```

Type	Length	Description
UInt32	4	Unknown (ODA writes 0)
UInt32	4	Unknown (ODA writes 0)

```

@@ -2919,13 +2976,13 @@

```

Name		AcDb:Security
Compressed		1
Encrypted		0
Page size		0x7400

-This section was introduced in R18. The AcDb:Security section is optional in the file and is present if the file was saved with a password.

+This section was introduced in R2004. The AcDb:Security section is optional in the file and is present if the file was saved with a password.

-R18: The section is present in the file if the SecurityType entry at location 0x18 in the file is greater than 0.

+R2004: The section is present in the file if the SecurityType entry at location 0x18 in the file is greater than 0.

Strings are prefixed with a 32-bit length (not zero terminated).

Type	Length	Description
------	--------	-------------

```

@@ -2964,34 +3021,34 @@

```

This region holds the actual objects in the drawing. These can be entities, table entries, dictionary entries, and objects. This second use of objects is somewhat confusing; all items stored in the file are "objects", but only some of them are object objects. Others are entities, table entries, etc. The objects in this section can appear in any order.

Not all objects present in the file are actually used. All used objects can eventually be traced back to handle references in the Header section. So the proper way to read a file is to start reading the header and then tracing all references from there until all references have been followed. Very occasionally a file contains e.g. two APPID objects with the same name, of which one is used, and the other is not. Reading both would be incorrect due to a name clash. To complicate matters more, files also exist with table records with duplicate names. This is incorrect, and the software should rename the record to be unique upon reading.

-For R18 and later the section data (right after the page header) starts with a RL value of 0x0dca (meaning unknown).

+For R2004 and later the section data (right after the page header) starts with a RL value of 0x0dca (meaning unknown).

20.1 Common non-entity object format

Objects (non-entities) have the following general format:

Version	Field type	DXF group	Description
R2010+	MS		Size in bytes of object, not including the CRC
	MC		Size in bits of the handle stream (unsigned, 0x40 is not interpreted as sign). This includes the padding bits at the end of the handle stream (the padding bits make sure the object stream ends on a byte boundary).
	- Common		
	+ Common		
R2000-R2007	OT		Object type
	RL		Size of object data in bits (number of bits before the handles), or the <code>endbit</code> of the pre-handles section.
	Common:		
	H	5	Object's handle
	BS		Size of extended object data, if any X Extended object data, if any. See EED section, chapter 28.
	BS		Size of extended object data, if any X Extended object data, if any. See EED section, [chapter 28] (#28-extended-entity-data-extended-object-data).
R13-R14			
	RL		Size of object data in bits
	BL		Number of persistent reactors attached to this object
R2004+			
	B		If 1, no XDictionary handle is stored for this object, otherwise XDictionary handle is stored as in R2000 and earlier.
R2013+			
	B		Indicates whether the object has associated binary data in the data store section (see chapter 24 for more details about this section).
	B		Indicates whether the object has associated binary data in the data store section (see [chapter 24] (#24-section-acdbacdsprototype_1b-datastorage) for more details about this section).
	Common		
R2007+	X		Object data (varies by type of object)
	X		String data (optional)
	B		String stream present bit (last bit in pre-handles section).

If 1, then the `endbit` location should be decremented by 16 bytes, and a short should be read at location `endbit - 128` (bits), call this short `strDataSize`. If this short has the 0x8000 bit set, then decrement `endbit` by an additional 16 bytes, strip the 0x8000 bit off of `strDataSize`, and read the short at this new location, calling it `hiSize`. Then set `strDataSize` to $(strDataSize | (hiSize << 15))$. `endbit` should then be decremented by this final `strDataSize` value, and this bit location marks the start of the `string stream` within this object. All unicode strings in this object are located in the `string stream`, and should be read from this stream, even though the location of the TV type fields in the object descriptions list these fields in among the normal object data.

@@ -3011,11 +3068,11 @@

Drawing entities, which are of course objects, have the same format as objects, with some additional standard items:

```

    MS : Size of object, not including the CRC
R2010+:
    MC : Size in bits of the handle stream (unsigned, 0x40 is not interpreted as sign).
- Common:
+ Common:
    OT : Object type
R2000+ Only:
    RL : Size of object data in bits
Common:
    H : Object's handle
@@ -3182,11 +3239,12 @@
MLEADER

```

```

MLEADERSTYLE
OLE2FRAME
PLACEHOLDER
PLOTSETTINGS
-RASTERVARIABLESCALE
+RASTERVARIABLES
+SCALE
SORTENTSTABLE
SPATIAL_FILTER
SPATIAL_INDEX
TABLEGEOMETRY
TABLESTYLES
@@ -3194,15 +3252,49 @@
VISUALSTYLE
WIPEOUTVARIABLE
XRECORD
` ` `

```

```

+Todo:
+
+ ` ` `
+ASSOCNETWORK
+ASSOCGEOMDEPENDENCY
+BLOCKGRIPLOCATIONCOMPONENT
+BLOCKALIGNMENTPARAMETER
+BLOCKALIGNMENTGRIP
+BLOCKBASEPOINTPARAMETER
+BLOCKFLIPACTION
+BLOCKFLIPPARAMETER
+BLOCKFLIPGRIP
+BLOCKLINEARGRIP
+BLOCKLOOKUPGRIP
+BLOCKROTATIONGRIP
+BLOCKMOVEACTION
+BLOCKROTATEACTION
+BLOCKSCALEACTION
+BLOCKVISIBILITYGRIP
+DYNAMICBLOCKPURGEPREVENTER
+MESH
+SECTIONOBJECT
+SECTION_MANAGER
+SCALE
+RENDERENVIRONMENT
+SECTION_MANAGER
+DETAILVIEWSTYLE
+SECTIONVIEWSTYLE
+PDFDEFINITION
+DGNDEFINITION
+DWFDEFINITION
+UNDERLAY
+ ` ` `
+

```

For objects with non-fixed values, taking the object type minus 500 gives an index into the class list, which then determines the type of object. For instance, an object type of 501 means that this object is of the class which is second in the class list; the **classdxfname** field determines the type of the object.

See the sections on EED a description of that areas.

-### 20.4 OBJECT PRESCRIPTIONS
+### 20.4 OBJECT PRESCRIPTIONS

The object prescriptions are given in the following form:

```

ITEM TYPE-CODE DXF-CODE DESCRIPTION

```

```

@@ -3211,11 +3303,14 @@

```

20.4.1 Common Entity Data

The following data appears at the beginning of each entity in the file, and will be referred to as Common Entity Data in the subsequent entity descriptions.

```

-      Length          MS  -- Entity length (not counting itself or CRC).
-      Type            BS  0  1 (internal DWG type code).
+ R2010+:
+      Handle Stream Size MC  -- not counted in the Length
+ Common:
+      Type            OT  0  internal DWG type code. BS or OT since R2010.
R2000+ Only:
      Obj size         RL          size of object in bits, not including
                                end handles
Common:
      Handle           H    5  code 0, length followed by the handle bytes.

```

@@ -3841,11 +3936,11 @@

Class properties:

App name	ObjectDBX Classes
Class number	Dynamic (>= 500)
- DWG version	R18
+ DWG version	R2004
Maintenance version	0
Class proxy flags	0x401
C++ class name	AcDbArcDimension
DXF name	ARC_DIMENSION

@@ -4062,11 +4157,11 @@

20.4.25 DIMENSION (ALIGNED) (22)

```

Common Entity Data
- Common Dimension Data      See paragraph 20.4.22.
+ Common Dimension Data      See paragraph 20.4.22
Common:
  13-pt          3BD  13  See DXF documentation.
  14-pt          3BD  14  See DXF documentation.
  10-pt          3BD  10  See DXF documentation.
  Ext ln rot     BD   52  Extension line rotation; see DXF documentation.

```

@@ -4235,11 +4330,11 @@

Class properties:

App name	ObjectDBX Classes
Class number	Dynamic (>= 500)
- DWG version	R18
+ DWG version	R2004
Maintenance version	0
Class proxy flags	0x401
C++ class name	AcDbRadialDimensionLarge
DXF name	LARGE_RADIAL_DIMENSION

@@ -5076,21 +5171,24 @@

20.4.44 DICTIONARY (42)

Basically a list of pairs of string/objhandle that constitute the dictionary entries.

```

- Length          MS  -- Entity length (not counting itself or CRC).
- Type            S    0  42 (internal DWG type code).
+ Length          MS  -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC  -- not counted in the Length
+Common:

```

```

+   Type                OT   0  42 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5  Length (char) followed by the handle bytes.
  EED                   X   -3  See EED section.
R13-R14 Only:
  Obj size              RL           size of object in bits, not including end handles
Common:
-   Numreactors         S           number of reactors in this object
+   Numreactors         BL           number of reactors in this object
R2004+:
  XDic Missing Flag    B           If 1, no XDictionary handle is stored for this
                                object, otherwise XDictionary handle is stored as in
                                R2000 and earlier.

Common:
@@ -5170,46 +5268,46 @@
R2000+:
  Linespacing Style    BS   73
  Linespacing Factor   BD   44
  Unknown bit          B
R2004+:
-   Background flags    BL   90  0 = no background, 1 = background fill, 2 =
+   Background fill flag BL  90  0 = no background, 1 = background fill, 2 =
                                background fill with drawing fill color, 0x10 = text
                                frame (R2018+)

-IF background flags has bit 0x01 set, or in case of R2018 bit 0x10:
-   Background scale factor
+IF Background fill flag has bit 0x01 set, or in case of R2018 bit 0x10:
+   Background fill scale factor
                                BL  45  default = 1.5
-   Background color    CMC  63
-   Background transparency
+   Background fill color CMC  63
+   Background fill transparency
                                BL  441
-END IF background flags 0x01/0x10
+END IF Background fill flags 0x01/0x10
R2018+
  Is NOT annotative    B
  IF MTEXT is not annotative
  Version               BS           Default 0
  Default flag          B           Default true
  BEGIN REDUNDANT FIELDS (see above for descriptions)
  Registered application H           Hard pointer
-   Attachment point    BL
-   X-axis dir           3BD  10
-   Insertion point     3BD  11
+   Ignore Attachment    BL
+   X-axis dir           3BD  11
+   Insertion point     3BD  10
  Rect width            BD   40
  Rect height           BD   41
-   Extents width       BD   42
  Extents height        BD   43
+   Extents width       BD   42
  END REDUNDANT FIELDS
  Column type           BS   71  0 = No columns, 1 = static columns, 2 = dynamic
                                columns
  IF Has Columns data (column type is not 0)
  Column height count   BL   72
-   Columnn width       BD   44
+   Column width        BD   44
  Gutter                BD   45
  Auto height?          B    73
  Flow reversed?        B    74

```

```

IF not auto height and column type is dynamic columns
-REPEAT Column heights
+REPEAT Column height count
    Column height          BD  46
END REPEAT END
IF (has column heights)
END IF (has columns data)
END IF (not annotative)
@@ -5238,26 +5336,26 @@
### 20.4.47 LEADER (45)

'''
    Common Entity Data
    Unknown bit           B  -- Always seems to be 0.
-   Annot type           BS  -- Annotation type (NOT bit-coded):
+   Annot type           BS  73 Annotation type (NOT bit-coded):
                                Value 0 : MTEXT
                                Value 1 : TOLERANCE
                                Value 2 : INSERT
                                Value 3 : None

-   path type           BS  --
+   path type           BS  72
    numpts              BL  -- number of points
    point               3BD  10 As many as counter above specifies.
    Origin              3BD  -- The leader plane origin (by default itâ\200\231s the
first
                                point).
    Extrusion           3BD  210
    x direction         3BD  211
    offsettoblockinspt 3BD  212 Used when the BLOCK option is used. Seems to be an
                                unused feature.

-R14+:
-   Endptproj           3BD  -- A non-planar leader gives a point that projects the
+R13c3-R2007:
+   Endptproj           3BD  212 A non-planar leader gives a point that projects the
                                endpoint back to the annotation. It's the offset
                                from the endpoint of the leader to the annotation,
                                taking into account the extrusion direction.

R13-R14 Only:
    DIMGAP              BD  -- The value of DIMGAP in the associated DIMSTYLE at
@@ -5269,27 +5367,28 @@
                                taller, probably by some DIMvar amount.)
    Box width           BD  41 MTEXT extents width. (A text box is slightly wider,
                                probably by some DIMvar amount.)
    Hooklineonxdir     B    hook line is on x direction if 1
    Arrowheadon        B    arrowhead on indicator

-R13-R14 Only:
    Arrowheadtype      BS   arrowhead type
+R13-R14 Only:
    Dimasz              BD   DIMASZ at the time of creation, multiplied by
                                DIMSCALE

    Unknown             B
    Unknown             B
    Unknown             BS
    Byblockcolor       BS
    Unknown             B
    Unknown             B

R2000+:
-   Unknown            BS
    Unknown             B
    Unknown             B

Common:
    Common Entity Handle Data
-   )                  H  340 Associated annotation activated in R14. (hard pointer
+R13+:
+   )                  H  340 Associated annotation activated in R14. (soft owner

```

```
+Common:
          H 2 DIMSTYLE (hard pointer)
CRC      X --
  ...
```

```
**_20.4.47.1 Example:_**
@@ -5316,18 +5415,18 @@
02295 6E AB          crc
  ...
```

20.4.48 MLEADER

-This entity was introduced in version 21. A significant portion (content block/text and leaders) of the multileader entity is stored in the MLeaderAnnotContext object (see paragraph 20.4.86), which is embedded into this object (stream).

+This entity was introduced in version 21. A significant portion (content block/text and leaders) of the multileader entity is stored in the MLeaderAnnotContext object (see paragraph [20.4.86](#20486-mleaderannotcontext)), which is embedded into this object (stream).

Version	Field type	DXF group	Description
R2010+ Common	... BS	270	Common entity data. Version (expected to be 2).
-	...		MLeaderAnnotContext fields (see paragraph 20.4.86). This contains the
+	...		MLeaderAnnotContext fields (see paragraph [20.4.86](#20486-mleaderannotcontext)). This contains the
	H	340	mleader content (block/text) and the leaders. Leader style handle (hard pointer)
	BL	90	Override flags: 1 << 0 = Leader line type, 1 << 1 = Leader line color,

20.4.51 BLOCK CONTROL (48)

```
...
  Length      MS -- Object length (not counting itself or CRC).
- Type       BS 0&2 48 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type       OT 0 48 (internal DWG type code).
R2000+:
  Obj size    RL      size of object in bits, not including end handles
Common:
  Handle      H 5 Owner handle (soft pointer) of root object (0).
  EED        X -3 See EED section.
R13-R14 Only:
  Obj size    RL      size of object in bits, not including end handles
Common:
- Numreactors L Number of persistent reactors attached to this obj
+ Numreactors BL Number of persistent reactors attached to this obj
R2004+:
  XDic Missing Flag B If 1, no XDictionary handle is stored for this
                    object, otherwise XDictionary handle is stored as in
                    R2000 and earlier.

Common:
@@ -5578,20 +5680,23 @@
```

20.4.52 BLOCK HEADER (49)

```
...
  Length      MS -- Object length (not counting itself or CRC).
- Type       BS 0&2 49 (internal DWG type code).
```

```

+R2010+:
+   Handle Stream Size   MC   --   not counted in the Length
+Common:
+   Type                 OT   0   49 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5   Owner handle (soft pointer) of root object (0).
  EED                   X   -3   See EED section.
R13-R14 Only:
  Obj size              RL           size of object in bits, not including end handles
Common:
-   Numreactors         L           Number of persistent reactors attached to this obj
+   Numreactors         BL          Number of persistent reactors attached to this obj
R2004+:
  XDic Missing Flag     B           If 1, no XDictionary handle is stored for this
                                object, otherwise XDictionary handle is stored as in
                                R2000 and earlier.

Common:
@@ -5663,20 +5768,23 @@

```

20.4.53 LAYER CONTROL (50) (UNDOCUMENTED)

```

'''
  Length                MS   --   Object length (not counting itself or CRC).
-   Type                BS 0&2  50 (internal DWG type code).
+R2010+:
+   Handle Stream Size   MC   --   not counted in the Length
+Common:
+   Type                 OT   0   50 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5   Owner handle (soft pointer) of root object (0).
  EED                   X   -3   See EED section.
R13-R14 Only:
  Obj size              RL           size of object in bits, not including end handles
Common:
-   Numreactors         L           Number of persistent reactors attached to this obj
+   Numreactors         BL          Number of persistent reactors attached to this obj
R2004+:
  XDic Missing Flag     B           If 1, no XDictionary handle is stored for this
                                object, otherwise XDictionary handle is stored as in
                                R2000 and earlier.

Common:
@@ -5699,11 +5807,14 @@

```

20.4.54 LAYER (51)

```

'''
  Length                MS   --   Object length (not counting itself or CRC).
-   Type                BS 0&2  51 (internal DWG type code).
+R2010+:
+   Handle Stream Size   MC   --   not counted in the Length
+Common:
+   Type                 OT   0   51 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5   code 0, length followed by the handle bytes.
  EED                   X   -3   See EED section.
@@ -5766,20 +5877,23 @@

```

20.4.55 SHAPEFILE CONTROL (52) (UNDOCUMENTED)

```

'''
  Length                MS   --   Object length (not counting itself or CRC).

```

```

-   Type                BS 0&2  52 (internal DWG type code).
+R2010+:
+   Handle Stream Size  MC  --  not counted in the Length
+Common:
+   Type                OT   0   52 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5   Owner handle (soft pointer) of root object (0).
  EED                   X   -3   See EED section.
R13-R14 Only:
  Obj size              RL           size of object in bits, not including end handles
Common:
-   Numreactors         L           Number of persistent reactors attached to this obj
+   Numreactors         BL          Number of persistent reactors attached to this obj
R2004+:
  XDic Missing Flag    B           If 1, no XDictionary handle is stored for this
                                object, otherwise XDictionary handle is stored as in
                                R2000 and earlier.

Common:
@@ -5800,11 +5914,11 @@
024D5 33 8B                crc
```

```

### 20.4.56 SHAPEFILE (53)

-This contains a text style for the TEXT or MTEXT entity. Mostly the font information is stored in fields Font name and Big font name, but sometimes (for reasons unknown) some true type font information is contained in the table record's extended data (see paragraph 28). The true type descriptor is stored as follows in the extended data:

+This contains a text style for the TEXT or MTEXT entity. Mostly the font information is stored in fields Font name and Big font name, but sometimes (for reasons unknown) some true type font information is contained in the table record's extended data (see paragraph [28](#28-extended-entity-data-extended-object-data)). The true type descriptor is stored as follows in the extended data:

| Group code (Value type) | Value                                                                  |
|-------------------------|------------------------------------------------------------------------|
| 1001 (String)           | Font file name                                                         |
| 1002 (Bracket)          | â\200\230{â\200\230 (optional)                                         |
| @@ -5816,11 +5930,14 @@ |                                                                        |
| 1002 (Bracket)          | Character set (bitmask) = 0x0000ff00<br>â\200\230}â\200\231 (optional) |

```

```
Length                MS  --  Object length (not counting itself or CRC).
-   Type                BS 0&2  53 (internal DWG type code).
+R2010+:
+   Handle Stream Size  MC  --  not counted in the Length
+Common:
+   Type                OT   0   53 (internal DWG type code).
R2000+:
  Obj size              RL           size of object in bits, not including end handles
Common:
  Handle                H    5   code 0, length followed by the handle bytes.
  EED                   X   -3   See EED section.
@@ -5871,20 +5988,23 @@
```

```

### 20.4.57 LINETYPE CONTROL (56) (UNDOCUMENTED)

```

```
Length                MS  --  Object length (not counting itself or CRC).
-   Type                BS 0&2  56 (internal DWG type code).
+R2010+:
+   Handle Stream Size  MC  --  not counted in the Length
+Common:
+   Type                OT   0   56 (internal DWG type code).
```

```

```

R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
R13-R14 Only:
 Obj size RL size of object in bits, not including end handles
Common:
- Numreactors L Number of persistent reactors attached to this obj
+ Numreactors BL Number of persistent reactors attached to this obj
R2004+:
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.

Common:
@@ -5911,11 +6031,14 @@

20.4.58 LTYPE (57)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 57 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 57 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 code 0, length followed by the handle bytes.
 EED X -3 See EED section.
@@ -5982,20 +6105,23 @@

20.4.59 VIEW CONTROL (60) (UNDOCUMENTED)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 60 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 60 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
R13-R14 Only:
 Obj size RL size of object in bits, not including end handles
Common:
- Numreactors L Number of persistent reactors attached to this obj
+ Numreactors BL Number of persistent reactors attached to this obj
R2004+:
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.

Common:
@@ -6018,11 +6144,14 @@

20.4.60 VIEW (61)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 61 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:

```

```

+ Type OT 0 61 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 code 0, length followed by the handle bytes.
 EED X -3 See EED section.
@@ -6116,20 +6245,23 @@

20.4.61 UCS CONTROL (62) (UNDOCUMENTED)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 62 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 62 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
R13-R14 Only:
 Obj size RL size of object in bits, not including end handles
Common:
- Numreactors L Number of persistent reactors attached to this obj
+ Numreactors BL Number of persistent reactors attached to this obj
R2004+:
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.

Common:
@@ -6152,11 +6284,14 @@

20.4.62 UCS (63)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 63 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 63 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 code 0, length followed by the handle bytes.
 EED X -3 See EED section.
@@ -6214,11 +6349,14 @@

20.4.63 TABLE (VPORT) (64) (UNDOCUMENTED)

...
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 64 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 64 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 code 0, length followed by the handle bytes.
 EED X -3 See EED section.
@@ -6252,11 +6390,14 @@

20.4.64 VPORT (65)

```

```

 \ \ \
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 65 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 65 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -6380,11 +6521,14 @@

```

### 20.4.65 TABLE (APPID) (66) (UNDOCUMENTED)

```

 \ \ \
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 66 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 66 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
@@ -6416,11 +6560,14 @@

```

### 20.4.66 APPID (67)

```

 \ \ \
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 67 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 67 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -6463,11 +6610,14 @@

```

### 20.4.67 DIMSTYLE CONTROL (68) (UNDOCUMENTED)

```

 \ \ \
 Length MS -- Object length (not counting itself or CRC).
- Type BS 0&2 68 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 68 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
@@ -6498,11 +6648,11 @@

```

### 20.4.68 DIMSTYLE (69)

\ \ \

```

- Length MS -- Entity length (not counting itself or CRC).
+ Length MS -- Object length (not counting itself or CRC).
 Type BS 0 69 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
@@ -6699,21 +6849,24 @@
'''

```

### 20.4.69 VIEWPORT ENTITY CONTROL (70) (UNDOCUMENTED)

```

'''
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0&2 70 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 70 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Owner handle (soft pointer) of root object (0).
 EED X -3 See EED section.
R13-R14 Only:
 Obj size RL size of object in bits, not including end handles
Common:
- Numreactors B L Number of persistent reactors attached to this obj
+ Numreactors BL Number of persistent reactors attached to this obj
R2004+:
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.

Common:
@@ -6736,12 +6889,15 @@
'''

```

### 20.4.70 VIEWPORT ENTITY HEADER (71)

```

'''
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0&2 71 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 71 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -6786,22 +6942,25 @@
03587 2F 9E crc
'''

```

### 20.4.71 AcDbAnnotScaleObjectContextData

-This class inherits from class AcDbObjectContextData (see paragraph 20.4.89).  
+This class inherits from class AcDbObjectContextData (see paragraph [20.4.89] (#20489-a cdbobjectcontextdata)).

| Version | Field type | DXF group | Description                                                |
|---------|------------|-----------|------------------------------------------------------------|
| ...     |            |           | Common AcDbObjectContextData data (see paragraph 20.4.89). |
|         | H          | 340       | Handle to scale (AcDbScale) object (hard pointer). See par |

agraph 20.4.92. |

+| | ... | Common AcDbObjectContextData data (see paragraph [20.4.89] (#20489-acdbobjectcontextdata)).

+| | H | 340 | Handle to scale (AcDbScale) object (hard pointer). See par agraph [20.4.92] (#20492-scale-acdbscale). |

### 20.4.72 GROUP (72): Group of ACAD entities

\*\*\*

```

- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 72 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 72 (internal DWG type code).
R2000+:
Obj size RL size of object in bits, not including end handles
Common:
Handle H 5 Length (char) followed by the handle bytes.
EED X -3 See EED section.

```

@@ -6838,12 +6997,15 @@

\*\*\*

### 20.4.73 MLINestyle (73):

\*\*\*

```

- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 73 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 73 (internal DWG type code).
R2000+:
Obj size RL size of object in bits, not including end handles
Common:
Handle H 5 Length (char) followed by the handle bytes.
EED X -3 See EED section.

```

@@ -6912,12 +7074,15 @@

NOTE: OBJECTS LISTED AFTER THIS POINT DO NOT HAVE FIXED TYPES. THEIR TYPES ARE DETERMINED BY FINDING THE CLASS ENTRY WHOSE POSITION IN THE CLASS LIST + 500 EQUALS THE TYPE OF THIS OBJECT

### 20.4.74 DICTIONARYVAR (varies)

\*\*\*

```

- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 72 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 72 (internal DWG type code).
R2000+:
Obj size RL size of object in bits, not including end handles
Common:
Handle H 5 Length (char) followed by the handle bytes.
EED X -3 See EED section.

```

@@ -7015,11 +7180,11 @@

```

 pt0 2RD 10 control point
 if (isrational)
 weight BD 40 weight
 endif
End repeat

```

-R24:

+R2010:

```

 Numfitpoints BL 97 number of fit points
 Begin repeat numfitpoints times:
 Fitpoint 2RD 11
 End repeat
 Start tangent 2RD 12
@@ -7125,21 +7290,21 @@
Class properties:

```

| App name            | ObjectDBX Classes |
|---------------------|-------------------|
| Class number        | Dynamic (>= 500)  |
| - DWG version       | R18               |
| + DWG version       | R2004             |
| Maintenance version | 0                 |
| Class proxy flags   | 0x480             |
| C++ class name      | AcDbField         |
| DXF name            | FIELD             |

-Fields are referenced from the field list of a drawing (paragraph 20.4.77).  
+Fields are referenced from the field list of a drawing (paragraph [20.4.77] (#20477-fieldlist)).

| Version                 | Field type | DXF group | Description                                                                                                                                                 |
|-------------------------|------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| - ...                   | ...        | ...       | Common object data (paragraph 20.1).                                                                                                                        |
| + ...                   | ...        | ...       | Common object data (paragraph [20.1] (#201-common-non-entity-object-format)).                                                                               |
| characters              | TV         | 1         | Evaluator ID TV 2,3 Field code (in DXF strings longer than 255 characters are written in chunks of 255 characters in one 2 group and one or more 3 groups). |
|                         | BL         | 90        | Number of child fields<br>Begin repeat child fields                                                                                                         |
| @@ -7176,37 +7341,37 @@ |            |           | Invalid code = 16,<br>Invalid context = 32,<br>Other error = 64                                                                                             |
|                         | BL         | 96        | Evaluation error code                                                                                                                                       |
|                         | TV         | 300       | Evaluation error message                                                                                                                                    |
| - ...                   | ...        | ...       | The field value, see paragraph 20.4.99.                                                                                                                     |
| + ...                   | ...        | ...       | The field value, see paragraph [20.4.99] (#20499-value).                                                                                                    |
|                         | TV         | 301,9     | Value string (DXF: written in 255 character chunks)                                                                                                         |
| - TV                    | 98         |           | Value string length                                                                                                                                         |
| + BL                    | 98         |           | Value string length                                                                                                                                         |
|                         | BL         | 93        | Number of child fields<br>Begin repeat child fields                                                                                                         |
|                         | TV         | 6         | Child field key                                                                                                                                             |
| - ...                   | ...        | ...       | The field value, see paragraph 20.4.99.                                                                                                                     |
| + ...                   | ...        | ...       | The field value, see paragraph [20.4.99] (#20499-value).                                                                                                    |
|                         |            |           | End repeat child fields                                                                                                                                     |

### 20.4.77 FIELDLIST

Class properties:

| App name            | ObjectDBX Classes                 |
|---------------------|-----------------------------------|
| Class number        | Dynamic (>= 500)                  |
| - DWG version       | R18                               |
| + DWG version       | R2004                             |
| Maintenance version | 0                                 |
| Class proxy flags   | 0x480                             |
| C++ class name      | AcDbFieldList, inherits AcDbIdSet |
| DXF name            | FIELDLIST                         |

-Fields (paragraph 20.4.76) are referenced from the field list of a drawing. The field

list is stored in the root dictionary entry ACAD\_FIELDLIST.

+Fields (paragraph [20.4.76](#20476-field)) are referenced from the field list of a drawing. The field list is stored in the root dictionary entry ACAD\_FIELDLIST.

| Version | Field type | DXF group | Description                                                                  |
|---------|------------|-----------|------------------------------------------------------------------------------|
| ---     | ---        | ---       | ---                                                                          |
| -       | ...        |           | Common object data (paragraph 20.1).                                         |
| +       | ...        |           | Common object data (paragraph [20.1](#201-common-non-entity-object-format)). |
|         | BL         |           | Number of fields                                                             |
|         | B          |           | Unknown                                                                      |
|         |            |           | Begin repeat fields                                                          |
|         | H          | 330       | Field handle (soft pointer)                                                  |
|         |            |           | End repeat fields                                                            |

@@ -7216,21 +7381,21 @@

Class properties:

| App name            | ObjectDBX Classes |
|---------------------|-------------------|
| Class number        | Dynamic (>= 500)  |
| - DWG version       | R21               |
| + DWG version       | R2007             |
| Maintenance version | 45                |
| Class proxy flags   | 0xFFFF            |
| C++ class name      | AcDbGeoData       |
| DXF name            | GEODATA           |

The geo data object was introduced in AutoCAD 2009. The format changed considerably in AutoCAD 2010. The objectVersion field discerns between the formats (1 = AutoCAD 2009, 2 = AutoCAD 2010, 3 = AutoCAD 2013, but the format is the same as 2010).

| Version | Field type | DXF group | Description                                                                                                         |
|---------|------------|-----------|---------------------------------------------------------------------------------------------------------------------|
| ---     | ---        | ---       | ---                                                                                                                 |
| -       | ...        |           | Common object data (paragraph 20.1).                                                                                |
| +       | ...        |           | Common object data (paragraph [20.1](#201-common-non-entity-object-format)).                                        |
|         | BL         |           | Object version formats (1 = AutoCAD 2009, 2 = AutoCAD 2010, 3 = AutoCAD 2013, but the format is the same as 2010)   |
|         | H          |           | Soft pointer to host block (model space layout owner block)                                                         |
|         | BS         |           | Design coordinate type (0 = unknown, local grid = 1, projected grid = 2, geographic (defined by latitude/longitude) |

= 3)

@@ -7246,11 +7411,11 @@

|   |     |  |                                                                           |
|---|-----|--|---------------------------------------------------------------------------|
|   | BD  |  | Light years = 19, Parsecs = 20                                            |
|   | BL  |  | Unit scale factor vertical                                                |
|   |     |  | Units value vertical (same enumeration as for the units value horizontal) |
|   | 3BD |  | Up direction                                                              |
| - | 3RD |  | North direction                                                           |
| + | 2RD |  | North direction                                                           |
|   | BL  |  | Scale estimation method: None = 1, User specified scale factor            |

= 2,

|  |    |  |                                                  |
|--|----|--|--------------------------------------------------|
|  | BD |  | Grid scale at reference point = 3, Prismatic = 4 |
|  | B  |  | User specified scale factor                      |
|  | BD |  | Do sea level correction                          |
|  |    |  | Sea level elevation                              |

@@ -7284,11 +7449,11 @@

|   |    |  |                                                             |
|---|----|--|-------------------------------------------------------------|
|   |    |  | Repeat for each geo mesh face                               |
|   | BL |  | Face index 1                                                |
|   | BL |  | Face index 2                                                |
|   | BL |  | Face index 3                                                |
|   |    |  | End repeat geo mesh faces                                   |
| - |    |  | If DWG version is R21 or lower:                             |
| + |    |  | If DWG version is R2007 or lower:                           |
|   |    |  | Below is CIVIL data. AutoCAD 2010 always writes civil data. |
|   | B  |  | Has civil data? (true)                                      |
|   | B  |  | False                                                       |

```
| | RD | | Reference point Y
| | RD | | Reference point X
```

```
@@ -7311,12 +7476,15 @@
```

```
20.4.79 IDBUFFER (varies)
```

(holds list of references to an xref)

```
...
```

```

- Length MS -- Entity length (not counting itself or CRC).
- Type S 0 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

```
@@ -7431,12 +7599,15 @@
```

```
20.4.81 IMAGEDEF (varies)
```

```
...
```

(used in conjunction with IMAGE entities)

```

- Length MS -- Entity length (not counting itself or CRC).
- Type S 0 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

```
@@ -7481,12 +7652,15 @@
```

```
20.4.82 IMAGEDEFREACTOR (varies)
```

```
...
```

(used in conjunction with IMAGE entities)

```

- Length MS -- Entity length (not counting itself or CRC).
- Type S 0 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

```
@@ -7517,12 +7691,15 @@
```

```
...
```

```
20.4.83 LAYER_INDEX
```

```
...
```

```

- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length

```

```

+Common:
+ Type OT 0 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -7533,12 +7710,12 @@
R2004+:
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.
Common:
- timestamp1 BL 40
- timestamp2 BL 40
+ timestamp1 BL 40 last_updated days
+ timestamp2 BL 40 last_updated msec
 numentries BL the number of entries
Repeat numentries times:
 Indexlong BL a long
 Indexstr TV 8 a layer name
End repeat
@@ -7572,11 +7749,14 @@

```

### 20.4.84 LAYOUT (varies)

```

'''
 Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 (internal DWG type code).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -7738,17 +7918,17 @@
03F1C 85 93 crc
'''

```

### 20.4.86 MLeaderAnnotContext

-This is a helper class for the multileader entity (see paragraph 20.4.48), that inherits from class AcDbAnnotScaleObjectContextData (see paragraph 20.4.71).  
+This is a helper class for the multileader entity (see paragraph [20.4.48] (#20448-mleader)), that inherits from class AcDbAnnotScaleObjectContextData (see paragraph [20.4.71] (#20471-acdbannotscaleobjectcontextdata)).

This object mainly contains a content object, which is either a block or multiline text. To the content object one or two leader roots are attached. They are either attached to the left/right or top/bottom depending on the multileaders attachment direction (horizontal/vertical). Each leader root can contain one more leader lines.

| Version | Field type | DXF group | Description                                                                                                     |
|---------|------------|-----------|-----------------------------------------------------------------------------------------------------------------|
| -       | ...        |           | Common AcDbAnnotScaleObjectContextData data (see paragraph 20.4.71).                                            |
| +       | ...        |           | Common AcDbAnnotScaleObjectContextData data (see paragraph [20.4.71] (#20471-acdbannotscaleobjectcontextdata)). |
|         | BL         | 300       | DXF: â\200\234CONTEXT_DATA{â\200\234<br>Number of leader roots<br>Begin repeat leader root                      |
|         | B          | 302       | DXF: â\200\234LEADER{â\200\234                                                                                  |
|         | B          | 290       | Is content valid (ODA writes true)                                                                              |

@@ -7860,17 +8040,17 @@

|  |    |     |                                                                                                                                             |
|--|----|-----|---------------------------------------------------------------------------------------------------------------------------------------------|
|  | BS | 272 | Style bottom attachment. See also MLEADER style left text attachment type for values. Relevant if mleader attachment direction is vertical. |
|  | -  | 301 | DXF: â\200\234}â\200\235                                                                                                                    |

### 20.4.87 MLEADERSTYLE (AcDbMLeaderStyle)

-This class inherits from AcDbObject. The provides a style for the MLEADER entity (see paragraph 20.4.48).

+This class inherits from AcDbObject. The provides a style for the MLEADER entity (see paragraph [20.4.48] (#20448-mleader)).

The value of IsNewFormat is true in case the version is R2010 or later, or if the object has extended data for APPID â\200\234ACAD\_MLEADERVERâ\200\235.

| Version | Field type | DXF group | Description                                                                                                |
|---------|------------|-----------|------------------------------------------------------------------------------------------------------------|
| -       | ...        | :         | Common AcDbAnnotScaleObjectContextData data (see paragraph 20.1).                                          |
| +       | ...        | :         | Common AcDbAnnotScaleObjectContextData data (see paragraph [20.1] (#201-common-non-entity-object-format)). |
| R2010   | BS         | 179       | Version (expected to have value 2)                                                                         |
| Common  | BS         | 170       | Content type (see paragraph on LEADER for more details).                                                   |
|         | BS         | 171       | Draw multi-leader order (0 = draw content first, 1 = draw leader first)                                    |

@@ -7947,20 +8127,23 @@

This class inherits from AcDbObject. The object provides contextual data for another object/entity.

| Version | Field type | DXF group | Description                                                                   |
|---------|------------|-----------|-------------------------------------------------------------------------------|
| -       | ...        | :         | Common object data (paragraph 20.1).                                          |
| +       | ...        | :         | Common object data (paragraph [20.1] (#201-common-non-entity-object-format)). |
| R2010   | BS         | 70        | Version (default value is 3).                                                 |
|         | B          | -         | Has file to extension dictionary (default value is true).                     |
|         | B          | 290       | Default flag (default value is false).                                        |

### 20.4.90 PROXY (varies):

```

'''
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -7995,12 +8178,15 @@

```

### 20.4.91 RASTERVARIABLES (varies)

```

'''
(used in conjunction with IMAGE entities)
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:

```

```

+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

@@ -8037,22 +8223,25 @@

This class inherits from AcDbObject. This represents a ratio of paper units to drawing units, where the drawing units are divided by 10 when using the same distance units (e.g. mm). E.g. a scale of 1 mm to 10 mm is stored as paper units = 1, drawing units = 1. A scale of 1 mm to 1000 mm (= 1 m) is stored as paper units = 1, drawing units = 100.

| Version | Field type | DXF group | Description                                                                   |
|---------|------------|-----------|-------------------------------------------------------------------------------|
| -       | ...        |           | Common object data (paragraph 20.1).                                          |
| +       | ...        |           | Common object data (paragraph [20.1] (#201-common-non-entity-object-format)). |
|         | BS         | 70        | Unknown (ODA writes 0).                                                       |
|         | TV         | 300       | Name                                                                          |
|         | BD         | 140       | Paper units (numerator)                                                       |
|         | BD         | 141       | Drawing units (denominator, divided by 10).                                   |
|         | B          | 290       | Has unit scale                                                                |

### 20.4.93 SORTENTSTABLE (varies)

```

...
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

@@ -8105,12 +8294,15 @@

### 20.4.94 SPATIAL\_FILTER (varies)

```

...
(used to clip external references)
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.

```

@@ -8169,12 +8361,15 @@

### 20.4.95 SPATIAL\_INDEX (varies):

```

...
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:

```

```

+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -8186,12 +8381,12 @@
 XDic Missing Flag B If 1, no XDictionary handle is stored for this
 object, otherwise XDictionary handle is stored as in
 R2000 and earlier.

Common:
- timestamp1 BL
- timestamp2 BL
+ timestamp1 BL 40 last_updated days
+ timestamp2 BL 40 last_updated msec
 unknown X rest of bits to handles
 Handle refs H parenthandle (hard owner)
 [Reactors (soft pointer)]
 xdictionary (hard owner)

'''
@@ -8333,18 +8528,18 @@
0D688 54 B0 crc
'''

```

### 20.4.96 TABLE (varies)

-The TABLE entity (entity type ACAD\_TABLE) was introduced in AutoCAD 2005 (a sub release of R18), and a large number of changes were introduced in AutoCAD 2008 (a sub release of R21). The table entity inherits from the INSERT entity. The geometric results, consisting of table borders, texts and such are created in an anonymous block, similarly to the mechanism in the DIMENSION entity.

-The anonymous block name prefix is â\200\234\*Tâ\200\235. For the AutoCAD 2008 changes see paragraph 20.4.96.2.

+The TABLE entity (entity type ACAD\_TABLE) was introduced in AutoCAD 2005 (a sub release of R2004), and a large number of changes were introduced in AutoCAD 2008 (a sub release of R2007). The table entity inherits from the INSERT entity. The geometric results, consisting of table borders, texts and such are created in an anonymous block, similarly to the mechanism in the DIMENSION entity.

+The anonymous block name prefix is â\200\234\*Tâ\200\235. For the AutoCAD 2008 changes see paragraph [20.4.96.2.] (#20.4.96.2.)

TODO: document roundtrip data with connections to AcDbTableContent and AcDbTableGeometry.

-20.4.96.1 **\*\*\_Until R21\_\*\***

+20.4.96.1 **\*\*\_Until R2007\_\*\***

-This paragraph describes the table DWG format until R21. In R24 the format was changed to make use of table content to contain all data (AcDbTableContent).

+This paragraph describes the table DWG format until R2007. In R2010 the format was changed to make use of table content to contain all data (AcDbTableContent).

```

'''
 Common Entity Data
 Ins pt 3BD 10
R13-R14 Only:
@@ -8469,11 +8664,11 @@
 Left visibility BS 288 override
 Present only if bit 0x20000 is set in cell flag
 override (1 = visible).

R2007+:
 Unknown BL
- Value fields ... See paragraph 20.4.98.
+ Value fields ... See paragraph [20.4.98] (#20498-cell-content-geometry)

```

```

Common:
End Cell Data (remaining data applies to entire table)
 Has table overrides B
If has table overrides == 1:
 Table flag override BL 93
@@ -8618,13 +8813,13 @@
 0x80000 is set in table overrides flag

```

```

CRC X ---
...
20.4.96.2 **_R24 and later_**
***20.4.96.2** **_R2010 and later_**

```

-In the R24 format the old table data structures were replaced with new data structures, of which the root is the AcDbTableContent class. The old data structures are still used in the DXF format. An R24 DXF file contains both the old and new structures, where the new structures are optionally used. If AutoCAD can store all data just using the old structures it does not always write the new structures in DXF. In an R24 DWG file, always the new structures are used. The table then points to a AcDbTableContent object, which contains most of the actual data. Note that AcDbTableContent was already introduced in AutoCAD 2008 (R21), but in R21 it was indirectly referenced through the tables extension dictionary entry 'ACAD\_XREC\_ROUNDTRIP' (TODO: describe details on 'ACAD\_ROUNDTRIP\_2008\_TABLE\_ENTITY' and for 2007).

+In the R2010 format the old table data structures were replaced with new data structures, of which the root is the AcDbTableContent class. The old data structures are still used in the DXF format. An R2010 DXF file contains both the old and new structures, where the new structures are optionally used. If AutoCAD can store all data just using the old structures it does not always write the new structures in DXF. In an R2010 DWG file, always the new structures are used. The table then points to a AcDbTableContent object, which contains most of the actual data. Note that AcDbTableContent was already introduced in AutoCAD 2008 (R2007), but in R2007 it was indirectly referenced through the tables extension dictionary entry 'ACAD\_XREC\_ROUNDTRIP' (TODO: describe details on 'ACAD\_ROUNDTRIP\_2008\_TABLE\_ENTITY' and for 2007).

| Version | Field type | DXF group | Description                                                              |
|---------|------------|-----------|--------------------------------------------------------------------------|
| R2010+  | RC         |           | Common entity data<br>Unknown (default 0)                                |
| R2010   | B          |           | Unknown (default true)                                                   |
| R2013   | BL         |           | Unknown (default 0)                                                      |
| R2010+  | ...        |           | Here the table content is present (see TABLECONTENT object), without the |
|         |            |           | <b>common OBJECT data. See paragraph 20.4.97.</b>                        |
|         |            |           | <b>common OBJECT data. See paragraph [20.4.97.] (#20.4.97.)</b>          |
|         | BS         | 11        | Unknown (default 38)                                                     |
|         | 3BD        |           | Horizontal direction                                                     |
|         | BL         |           | Has break data flag (0 = no break data, 1 = has break data)              |
|         | BL         |           | Begin break data (optional)                                              |
|         | BL         |           | Option flags:                                                            |
|         | BL         |           | End row index                                                            |
|         | BL         |           | End repeat row ranges                                                    |

### 20.4.97 TABLECONTENT

-This represents the table content (AcDbTableContent) that replaces the old table data structures that were introduced in AutoCAD 2005. Table content was introduced in AutoCAD 2008 and supports more advanced features like e.g. multiple contents per cell. In AutoCAD 2008 the table content was written as a separate object in DWG and referenced by roundtrip data in the table entity's extension dictionary. In DXF this is still the case even for R24. In a R24 DWG file, the table content is part of the table entity data and is no longer present as a separate object. Possibly for backwards compatibility

ty with the AutoCAD 2007 (R21) format, this separate data container was created instead of extending the ACAD\\_TABLE entity.

+This represents the table content (AcDbTableContent) that replaces the old table data structures that were introduced in AutoCAD 2005. Table content was introduced in AutoCAD 2008 and supports more advanced features like e.g. multiple contents per cell. In AutoCAD 2008 the table content was written as a separate object in DWG and referenced by roundtrip data in the table entity's extension dictionary. In DXF this is still the case even for R2010. In a R2010 DWG file, the table content is part of the table entity data and is no longer present as a separate object. Possibly for backwards compatibility with the AutoCAD 2007 format, this separate data container was created instead of extending the ACAD\\_TABLE entity.

The table content class inherits from 3 other classes, which never exist independently so they will all be described in this paragraph. AcDbTableContent inherits from AcDbFormattedTableData, which inherits from AcDbLinkedTableData, which inherits from AcDbLinkedData. Class AcDbLinkedTableData contains most of the data (rows, columns, cells, cell contents).

| Version                 | Field type | DXF group | Description                                                                                      |
|-------------------------|------------|-----------|--------------------------------------------------------------------------------------------------|
| @@ -8681,12 +8876,12 @@ |            |           |                                                                                                  |
|                         | TV         | 300       | Description AcDbLinkedTableData fields                                                           |
|                         | BL         | 90        | Number of columns                                                                                |
|                         |            |           | Begin repeat columns                                                                             |
|                         | TV         | 300       | Column name                                                                                      |
|                         | BL         | 91        | 32 bit integer containing custom data                                                            |
| -                       | ...        |           | Custom data collection, see paragraph 20.4.100.                                                  |
| -                       | ...        |           | Cell style data, see paragraph 20.4.101.4, this contains cell style overrides for                |
| +                       | ...        |           | Custom data collection, see paragraph [20.4.100.](#20.4.100.)                                    |
| +                       | ...        |           | Cell style data, see paragraph [20.4.101.4](#20.4.101.4), this contains cell style overrides for |
|                         |            |           | the column.                                                                                      |
|                         | BL         | 90        | Cell style ID, points to the cell style in the table's table style that is used as the           |
|                         |            |           | base cell style for the column. 0 if not present.                                                |
|                         | BD         | 40        | Column width.                                                                                    |
|                         |            |           | End repeat columns                                                                               |
| @@ -8702,11 +8897,11 @@ |            |           |                                                                                                  |
|                         |            |           | Format locked = 0x10,                                                                            |
|                         |            |           | Format readonly = 0x20,                                                                          |
|                         |            |           | Format modified after update = 0x40                                                              |
|                         | TV         | 300       | Tooltip                                                                                          |
|                         | BL         | 91        | 32 bit integer containing custom data                                                            |
| -                       | ...        |           | Custom data collection, see paragraph 20.4.100.                                                  |
| +                       | ...        |           | Custom data collection, see paragraph [20.4.100.](#20.4.100.)                                    |
|                         | BL         | 92        | Has linked data flags, 0 = false, 1 = true If has linked data                                    |
|                         | H          | 340       | Handle to data link object (hard pointer).                                                       |
|                         | BL         | 93        | Row count.                                                                                       |
|                         | BL         | 94        | Column count.                                                                                    |
|                         | BL         | 96        | Unknown.                                                                                         |
| @@ -8717,11 +8912,11 @@ |            |           |                                                                                                  |
|                         |            |           | Unknown = 0,                                                                                     |
|                         |            |           | Value = 0x1,                                                                                     |
|                         |            |           | Field = 0x2,                                                                                     |
|                         |            |           | Block = 0x4                                                                                      |
|                         |            |           | If cell content type is Value                                                                    |
| -                       | ...        |           | Write value (see paragraph 20.4.98)                                                              |
| +                       | ...        |           | Write value (see paragraph [20.4.98](#20498-cell-content-geometry))                              |
|                         |            |           | Else if cell content type is Field                                                               |
|                         | H          | 340       | Handle to AcDbField object (hard pointer).                                                       |
|                         |            |           | Else if cell content type is Block                                                               |
|                         | H          | 340       | Handle to block record (hard pointer).                                                           |

```

@@ -8730,15 +8925,15 @@
	TV	301	Attribute value.
	BL	92	Index (starts at 1).
	BS	170	End repeat attributes
			Has content format overrides flag
			If has content format overrides flag is non-zero
-		...	
+		...	
content uses the cell's cell style, this allows to override properties per content.			
			End if has content format overrides flag is non-zero
			End repeat cell contents
-		...	
+		...	
			the cell.
	BL	90	Cell style ID, points to the cell style in the table's table style that is used as the
			base cell style for the cell. 0 if not present.
	BL	91	Unknown flag
			If unknown flag is non-zero
@@ -8746,28 +8941,28 @@			
	BD	40	Unknown
	BD	41	Unknown
	BL		Geometry data flags
	H		Unknown ()
			If geometry data flags is non-zero
-		...	
+		...	
			End if geometry data flags is non-zero
			End If unknown flag is non-zero
			End repeat cells
-		BL	91
-		...	
-		...	
+		...	
+		...	
	BL	90	Cell style ID, points to the cell style in the table's table style that is used as the
			base cell style for the row. 0 if not present.
	BD	40	Row height.
			End repeat rows.
	BL		Number of cell contents that contain a field reference.
			Begin repeat field references
	H		Handle to field (AcDbField), hard owner.
			End repeat field references
			AcDbFormattedTableData fields
-		...	
-			
+		...	
+			
	BL	90	Number of merged cell ranges
			Begin repeat merged cell ranges
	BL	91	Top row index
	BL	92	Left column index

```

| Version | Field type | DXF group | Description                                                                   |
|---------|------------|-----------|-------------------------------------------------------------------------------|
|         | BL         | 93        | Bottom row index                                                              |
|         | BL         | 90        | Number of custom data items                                                   |
|         | TV         | 300       | Begin repeat custom data items                                                |
|         | TV         | 300       | Item name                                                                     |
|         | ...        |           | Item value (variant), see paragraph 20.4.98.                                  |
|         | ...        |           | Item value (variant), see paragraph [20.4.98] (#20498-cell-content-geometry). |
|         |            |           | End repeat custom data items                                                  |

### ### 20.4.101 TABLESTYLE

-The table style object represents the style for the table entity. Like the table entity, table style was introduced in AutoCAD 2005. In AutoCAD 2008 new cell style data was introduced, which was stored in a separate container object: CELLSTYLEMAP, see paragraph 20.4.102 for more details. The cellstyle map can contain custom cell styles, whereas the TABLESTYLE only contains the Table (R24), \_Title, \_Header and \_Data cell style.

+The table style object represents the style for the table entity. Like the table entity, table style was introduced in AutoCAD 2005. In AutoCAD 2008 new cell style data was introduced, which was stored in a separate container object: CELLSTYLEMAP, see paragraph [20.4.102] (#204102-cellstylemap) for more details. The cellstyle map can contain custom cell styles, whereas the TABLESTYLE only contains the Table (R2010), \_Title, \_Header and \_Data cell style.

#### ### 20.4.101.1 \_TABLESTYLE format until R21\_

Common OBJECT data, see paragraph 20.1.  
Common OBJECT data, see paragraph [20.1] (#201-common-non-entity-object-format).

Common:

|                   |    |    |                                       |
|-------------------|----|----|---------------------------------------|
| Description       | TV | 3  |                                       |
| Flow direction    | BS | 70 | 0 = down, 1 = up                      |
| Bit flags         | BS | 71 | Meaning unknown.                      |
| Hori. cell margin | BD | 40 |                                       |
| Data unit type    | BL | 91 | As defined in the ACAD\_TABLE entity. |
| Format string     | TV | 1  |                                       |

#### ##### 20.4.101.2 R24 TABLESTYLE format

#### ##### 20.4.101.2 R2010 TABLESTYLE format

| Version | Field type | DXF group | Description                                                                                                                                                                  |
|---------|------------|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|         | RC         | -         | Unknown                                                                                                                                                                      |
|         | TV         | 3         | Description                                                                                                                                                                  |
|         | BL         | -         | Unknown                                                                                                                                                                      |
|         | BL         | -         | Unknown                                                                                                                                                                      |
|         | H          | -         | Unknown (hard owner)                                                                                                                                                         |
|         | ...        |           | The cell style with name â\200\234Tableâ\200\235, see paragraph 20.4.101.4.                                                                                                  |
|         | BL         | 90        | Cell style ID, 1 = title, 2 = header, 3 = data, 4 = table (new in R24).                                                                                                      |
|         | ...        |           | The cell style with name â\200\234Tableâ\200\235, see paragraph [20.4.101.4] (#2041014-cell-style).                                                                          |
|         | BL         | 90        | Cell style ID, 1 = title, 2 = header, 3 = data, 4 = table (new in R2010).                                                                                                    |
|         |            |           | The cell style ID is used by cells, columns, rows to reference a cell style in the tableâ\200\231s table style. Custom cell style IDâ\200\231s are numbered starting at 101. |
|         | BL         | 91        | Cell style class, 1= data, 2 = label. The default value is label.                                                                                                            |
|         | TV         | 300       | Cell style name                                                                                                                                                              |

|   |     |     |                                                                                                                                                              |
|---|-----|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
|   | BL  |     | The number of cell styles (should be 3), the non-custom cell styles are present                                                                              |
|   |     |     | only in the CELLSTYLEMAP.                                                                                                                                    |
|   |     |     | Begin repeat cell styles (for data, title, header in this order)                                                                                             |
| - | ... |     | The cell style fields, see paragraph 20.4.101.4.                                                                                                             |
| - | BL  | -   | Cell style ID, 1 = title, 2 = header, 3 = data, 4 = table (new in R24).                                                                                      |
| + | ... |     | The cell style fields, see paragraph [20.4.101.4] (#2041014-cell1-style).                                                                                    |
| + | BL  | -   | Cell style ID, 1 = title, 2 = header, 3 = data, 4 = table (new in R2010).                                                                                    |
|   |     |     | The cell style ID is used by cells, columns, rows to reference a cell style in the table's table style. Custom cell style ID's are numbered starting at 101. |
|   | BL  | -   | Cell style class, 1= data, 2 = label. The default value is label.                                                                                            |
|   | TV  | -   | Cell style name                                                                                                                                              |
|   |     |     | End repeat cell styles                                                                                                                                       |
|   |     |     | Merge all = 0x8000                                                                                                                                           |
|   |     |     | **Table properties:**                                                                                                                                        |
|   |     |     | Flow direction bottom to top = 0x10000                                                                                                                       |
|   | BL  | 91  | Property flags. Contains property bit values for property Auto Scale only                                                                                    |
|   |     |     | (0x100).                                                                                                                                                     |
| - | BL  | 92  | Value data type, see also paragraph 20.4.98.                                                                                                                 |
| - | BL  | 93  | Value unit type, see also paragraph 20.4.98.                                                                                                                 |
| + | BL  | 92  | Value data type, see also paragraph [20.4.98] (#20498-cell-content-geometry).                                                                                |
| + | BL  | 93  | Value unit type, see also paragraph [20.4.98] (#20498-cell-content-geometry).                                                                                |
|   | TV  | 300 | Value format string                                                                                                                                          |
|   | BD  | 40  | Rotation                                                                                                                                                     |
|   | BD  | 140 | Block scale                                                                                                                                                  |
|   | BL  | 94  | Cell alignment:<br>Top left = 1,                                                                                                                             |
|   |     |     | @@ -8927,12 +9122,12 @@                                                                                                                                      |
|   | H   | 340 | Text style handle (hard pointer)                                                                                                                             |
|   | BD  | 144 | Text height                                                                                                                                                  |

#### #### 20.4.101.4 Cell style

-Table cell style data is present in the cell style map object, in the table entity and also the table content object. A cell style inherits from content format. Cell style adds amongst others cell border style and margin properties to the content style properties of content format (see paragraph 20.4.101.3).

+Table cell style data is present in the cell style map object, in the table entity and also the table content object. A cell style inherits from content format. Cell style adds amongst others cell border style and margin properties to the content style properties of content format (see paragraph [20.4.101.3] (#20.4.101.3)).

| Version | Field type | DXF group | Description                                                                    |
|---------|------------|-----------|--------------------------------------------------------------------------------|
|         | BL         | 90        | Cell style type:<br>Cell = 1,                                                  |
|         |            |           | Formatted table data = 4,<br>Table = 5                                         |
|         | BS         | 170       | Data flags, 0 = no data, 1 = data is present<br>If data is present             |
|         | BL         | 91        | Property override flags. The definition is the same as the content format      |
| -       |            |           | property override flags, see paragraph 20.4.101.3.                             |
| +       |            |           | property override flags, see paragraph [20.4.101.3] (#2041013-content-format). |

```

		BL	92	Merge flags, but may only for bits 0x8000 and 0x10000.
		TC	62	Background color
		BL	93	Content layout flags:
				Flow = 1,
				Stacked horizontal = 2,
				Stacked vertical = 4
-			...	
+			...	
tent-format)).				
		BS	171	Margin override flags, bit 1 is set if margin overrides are pr
esent				
				If margin overrides are present
		BD	40	Vertical margin
		BD	40	Horizontal margin
		BD	40	Bottom margin
@@ -9012,15 +9207,15 @@

```

The cell style map is connected to the table style through an extension dictionary entry with name `â\200\234ACAD_ROUNDTRIP_2008_TABLESTYLE_CELLSTYLEMAPâ\200\235` in the table styleâ\200\231s extension dictionary. The dictionary entry value points to the cell style map.

```

Version	Field type	DXF group	Description
-			...
+			...
-entity-object-format).			
		BL	90
-			...
-			BL
in R24).			
+			...
yle).			
+			BL
in R2010).			
a cell style in the			
e numbered starting at 101.			
		BL	91
el.			
		TV	300
@@ -9029,11 +9224,11 @@

```

This object represents a tableâ\200\231s geometry and was introduced in AutoCAD 2008. It does not need to be present in a DWG file.

```

Version	Field type	DXF group	Description
-			...
+			...
-entity-object-format).			
		BL	90
		BL	91
		BL	92
@@ -9052,15 +9247,18 @@			
		BD	95

```

```

-### 20.4.104 XRECORD (varies):
+### 20.4.104 XRECORD (varies)

```

```

 \ \ \
- Length MS -- Entity length (not counting itself or CRC).
- Type BS 0 typecode (internal DWG type code).
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
R2000+:
 Obj size RL size of object in bits, not including end handles
Common:
 Handle H 5 Length (char) followed by the handle bytes.
 EED X -3 See EED section.
@@ -9118,36 +9316,669 @@
00B1B 40 3E 00 01 00 46 00 B4 @>...F.. 0100 0000 0011 1110 0000 0000 0000 0001 0000 00
00 0100 0110 0000 0000 1011 0100
00B23 00 40 41 0C 30 .@A.0 0000 0000 0100 0000 0100 0001 0000 1100 0011 00
00
00B28 45 76 crc
 \ \ \

```

```

+### 20.4.105 AcDbEvalExpr subclass

```

```

+
+` ``
+ parentid BL 0
+ major version BL 98 default: 33
+ minor version BL 99 default: 29
+ value_code BS 70 dxf code of the next value
+ If value_code == 40
+ num40 BD 40
+ Else If value_code == 10
+ pt2d 2RD 10
+ Else If value_code == 11
+ pt3d 3RD 11
+ Else If value_code == 1
+ text1 T 1
+ Else If value_code == 90
+ long90 BL 90
+ Else If value_code == 91
+ handle91 H 91 (code 5)
+ Else If value_code == 70
+ short70 BL 70
+ End If value_code
+ nodeid BL -
+` ``

```

```

+### 20.4.106 AcDbShHistoryNode subclass

```

```

+
+` ``
+ major version BL 90 Seen 27-33
+ minor version BL 91 Seen 29-106
+ trans 16xBD 40 transformation matrix
+ color CMC 62
+ step_id BL 92
+ material H 347
+` ``

```

```

+### 20.4.107 ACSH_BOX_CLASS

```

```

+
+Class properties:

```

| App name            | ObjectDBX Classes |
|---------------------|-------------------|
| Class number        | Dynamic (>= 500)  |
| DWG version         | R2000             |
| Maintenance version | 0                 |

```

+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShBox |
+ | DXF name | ACSH_BOX_CLASS |
+
+```
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ length BD 40
+ width BD 41
+ height BD 42
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+```

```

```

+### 20.4.108 ACSH_WEDGE_CLASS

```

```

+Class properties:

```

| App name            | ObjectDBX Classes      |
|---------------------|------------------------|
| Class number        | Dynamic ( $\geq 500$ ) |
| DWG version         | R2000                  |
| Maintenance version | 0                      |
| Class proxy flags   | 499                    |
| C++ class name      | AcDbShWedge            |
| DXF name            | ACSH\_WEDGE\_CLASS     |

```

+Same fields as ACSH_BOX_CLASS.

```

```

+```
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:

```

```

+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ length BD 40
+ width BD 41
+ height BD 42
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+````
+
+### 20.4.109 ACSH_SPHERE_CLASS
+
+Class properties:
+
+| App name | ObjectDBX Classes |
+|-----|-----|
+| Class number | Dynamic (>= 500) |
+| DWG version | R2000 |
+| Maintenance version | 0 |
+| Class proxy flags | 499 |
+| C++ class name | AcDbShSphere |
+| DXF name | ACSH_SPHERE_CLASS|
+
+````
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ radius BD 40
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+````
+
+### 20.4.110 ACSH_CYLINDER_CLASS
+

```

+Class properties:

```
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShCylinder |
+ | DXF name | ACSH_CYLINDER_CLASS |
+
+```
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ height BD 40
+ major_radius BD 41
+ minor_radius BD 42
+ x_radius BD 43
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+```
```

##### 20.4.111 ACSH\\_CONE\\_CLASS

+Class properties:

```
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShCone |
+ | DXF name | ACSH_CONE_CLASS |
+
+Same fields as ACSH_CYLINDER_CLASS.
+
+```
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
```

```

+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ + + object, otherwise XDictionary handle is stored as in
+ + + R2000 and earlier.
+ + +
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ height BD 40
+ major_radius BD 41
+ minor_radius BD 42
+ x_radius BD 43
+ +
+ Handle refs H parenthandle (soft pointer)
+ + + [Reactors (soft pointer)]
+ + + xdictionary (hard owner)
+'''
+
+### 20.4.112 ACSH_PYRAMID_CLASS
+
+Class properties:
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShPyramid |
+ | DXF name | ACSH_PYRAMID_CLASS |
+
+'''
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ + + object, otherwise XDictionary handle is stored as in
+ + + R2000 and earlier.
+ + +
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91

```



```

+ xdictionary (hard owner)
+` ``
+
+### 20.4.114 ACSH_CHAMFER_CLASS
+
+Class properties:
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShChamfer |
+ | DXF name | ACSH_CHAMFER_CLASS |
+
+` ``
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ unknown BL 92
+ base_dist BD 41
+ other_dist BD 42
+ num_edges BL 93
+ Repeat num_edges
+ edges BL 94
+ End Repeat num_edges
+ unknown BL 95
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+` ``
+

```

```

+### 20.4.115 ACSH_TORUS_CLASS
+

```

```

+Class properties:
+

```

```

+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShTorus |
+ | DXF name | ACSH_TORUS_CLASS |

```

```

+
+'''
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ major_radius BD 41
+ minor_radius BD 42
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+'''
+
+### 20.4.116 ACSIH_BREP_CLASS
+
+Class properties:
+
+| App name | ObjectDBX Classes |
+|-----|-----|
+| Class number | Dynamic (>= 500) |
+| DWG version | R2000 |
+| Maintenance version | 0 |
+| Class proxy flags | 499 |
+| C++ class name | AcDbShBrep |
+| DXF name | ACSIH_BREP_CLASS |
+
+'''
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+

```

```

+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ 3DSOLID See chapter 20.4.41
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+````
+
+### 20.4.117 ACSH_BOOLEAN_CLASS
+
+Class properties:
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |
+ | Maintenance version | 0 |
+ | Class proxy flags | 499 |
+ | C++ class name | AcDbShBoolean |
+ | DXF name | ACSH_BOOLEAN_CLASS |
+
+````
+
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ operation RC 280
+ operand1 BL 92
+ operand2 BL 93
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+````
+
+### 20.4.118 ACSH_HISTORY_CLASS
+
+Class properties:
+
+ | App name | ObjectDBX Classes |
+ |-----|-----|
+ | Class number | Dynamic (>= 500) |
+ | DWG version | R2000 |

```

```

+ | Maintenance version | 0
+ | Class proxy flags | 499
+ | C++ class name | AcDbShHistory
+ | DXF name | ACSH_HISTORY_CLASS |
+
+```
+ Length MS -- Object length (not counting itself or CRC).
+R2010+:
+ Handle Stream Size MC -- not counted in the Length
+Common:
+ Type OT 0 typecode (internal DWG type code).
+R2000+:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Handle H 5 Length (char) followed by the handle bytes.
+ EED X -3 See EED section.
+R13-R14 Only:
+ Obj size RL size of object in bits, not including end handles
+Common:
+ Numreactors BL number of reactors in this object
+R2004+:
+ XDic Missing Flag B If 1, no XDictionary handle is stored for this
+ object, otherwise XDictionary handle is stored as in
+ R2000 and earlier.
+
+Common:
+ AcDbEvalExpr ... See 20.4.105 AcDbEvalExpr subclass
+ AcDbShHistoryNode ... See 20.4.106 AcDbShHistoryNode subclass
+ major BL 90
+ minor BL 91
+ owner H 260 code 2
+ h_nodeid BL 92
+ show_history B 280
+ record_history B 281
+
+ Handle refs H parenthandle (soft pointer)
+ [Reactors (soft pointer)]
+ xdictionary (hard owner)
+```
+

```

# 21 Data section AcDb:ObjFreeSpace

-The meaning of this section is not completely known. The ODA knows how to write a valid section, but

-the meaning is not known of every field.

+From R13 to R2000 this section is the third section, which is immediately followed by the SECOND FILE HEADER (R13-R2000). See [chapter 26](#26-second-file-header-r13-r2000).

-## 21.1 Until R18

+## 21.1 Until R2007

| Type            | Length | Description                                                       |
|-----------------|--------|-------------------------------------------------------------------|
| Int32   4       | 0      |                                                                   |
| UInt32   4      |        | Approximate number of objects in the drawing (number of handles). |
| Julian datetime | 8      | If version > R14 then system variable TDUPDATE otherwise TDUUPD   |

ATE.

|              |  |                                                     |
|--------------|--|-----------------------------------------------------|
| - UInt32   4 |  | Offset of the objects section in the stream.        |
| - UInt8   1  |  | Number of 64-bit values that follow (ODA writes 4). |
| - UInt32   4 |  | ODA writes 0x00000032.                              |
| - UInt32   4 |  | ODA writes 0x00000000.                              |
| - UInt32   4 |  | ODA writes 0x00000064.                              |
| - UInt32   4 |  | ODA writes 0x00000000.                              |
| - UInt32   4 |  | ODA writes 0x00000200.                              |
| - UInt32   4 |  | ODA writes 0x00000000.                              |
| - UInt32   4 |  | ODA writes 0xffffffff.                              |
| - UInt32   4 |  | ODA writes 0x00000000.                              |

|           |   |                                                            |
|-----------|---|------------------------------------------------------------|
| +  UInt32 | 4 | Offset of the objects section in the stream. 0 since R2000 |
| +  UInt8  | 1 | Number of 64-bit values that follow (Always 4).            |
| +  UInt64 | 8 | max32, 0x00000032.                                         |
| +  UInt64 | 8 | max64, 0x00000064.                                         |
| +  UInt64 | 8 | maxtbl, 0x00000200.                                        |
| +  UInt64 | 8 | maxr1, 0xffffffff.                                         |

+  
+## 21.2 Since R2010  
+

| +  Type            | Length | Description                                                         |
|--------------------|--------|---------------------------------------------------------------------|
| +  Int64           | 8      | 0                                                                   |
| +  UInt64          | 8      | Approximate number of objects in the drawing (number of handles).   |
| +  Julian datetime | 8      | If version > R14 then system variable TDUPDATE otherwise TDUUPDATE. |
| +  UInt8           | 1      | Number of 64-bit (resp. 128-bit) values that follow (Always 4).     |
| +  UInt64          | 8      | max32, 0x00000032.                                                  |
| +  UInt64          | 8      | max32 hi, 0x00000000.                                               |
| +  UInt64          | 8      | max64, 0x00000064.                                                  |
| +  UInt64          | 8      | max64 hi, 0x00000000.                                               |
| +  UInt64          | 8      | maxtbl, 0x00000200.                                                 |
| +  UInt64          | 8      | maxtbl hi, 0x00000000.                                              |
| +  UInt64          | 8      | maxr1, 0xffffffff.                                                  |
| +  UInt64          | 8      | maxr1 hi, 0x00000000.                                               |

# 22 Data section: AcDb:Template

-This section is optional in releases 13-15. The section is mandatory in the releases 18 and newer. The template section only contains the MEASUREMENT system variable.

+This section is optional in releases r13-r2000. The section is mandatory in the releases R2004 and newer. The template section only contains the MEASUREMENT system variable.

| Type   | Length | Description                                                                 |
|--------|--------|-----------------------------------------------------------------------------|
| Int16  | 2      | Template description string length in bytes (the ODA always writes 0 here). |
|        |        | codepage to encode the bytes).                                              |
| UInt16 | 2      | MEASUREMENT system variable (0 = English, 1 = Metric).                      |

# 23 Data section AcDb:Handles (OBJECT MAP)

-## 23.1 R13-15

+## 23.1 R13-2000

The Object Map is a table which gives the location of each object in the file This table is broken into sections. It is basically a list of handle/file loc pairs, and goes (something like) this:

```

'''
Set the "last handle" to all 0 and the "last loc" to 0L;
@@ -9177,23 +10008,23 @@
End top repeat
'''

```

Note that each section is cut off at a maximum length of 2032.

```

-## 23.2 R18
+## 23.2 R2004

```

-This section is compressed and contains the standard 32 byte section header. The decompressed data in this section is identical to the 200\234Object Map\200\235 section data found in R15 and earlier files, excepts that offsets are not absolute file addresses, but are instead offsets into the AcDb:Objects logical section (starting with offset 0 at the beginning of this logical section).

+This section is compressed and contains the standard 32 byte section header. The decompressed data in this section is identical to the 200\234Object Map\200\235 section data found in R2000 and earlier files, excepts that offsets are not absolute file addresses, but are instead offsets into the AcDb:Objects logical section (starting with offset 0 at the beginning of this logical section).

# 24 Section AcDb:AcDsPrototype\_1b (DataStorage)

At this moment (December 2012), this sections contains information about Acis data (regions, solids).

The data is stored in a byte stream, not a bit stream like e.g. the objects section.

The data store contains several data segments, and index segments that contain lookup information for finding the data segments and objects within these data segments. The file header contains the stream position of the segment index file segment and the segment indexes for the schema index/data index/search file segments. The segment index file segment is a lookup table for finding the stream position of a file segment by its segment index.

-In paragraph 24.3 the default contents of this section is shown when empty.  
 +In paragraph [24.3] (#243-default-contents) the default contents of this section is shown when empty.

## 24.1 File header

| Version                  | Field type | DXF group | Description                                                                                                                                                           |
|--------------------------|------------|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| @@ -9202,19 +10033,19 @@ |            | :         |                                                                                                                                                                       |
|                          | Int32      |           | Unknown 1 (always 2?)                                                                                                                                                 |
|                          | Int32      |           | Version (always 2?)                                                                                                                                                   |
|                          | Int32      |           | Unknown 2 (always 0?)                                                                                                                                                 |
|                          | Int32      |           | Data storage revision                                                                                                                                                 |
| 200\231s                 | Int32      |           | Segment index offset (the stream offset from the data store's stream start position). See paragraph 24.2.2.1 for the segment index file segment.                      |
|                          |            |           | position). See paragraph [24.2.2.1] (#24221-segment-index-file-segment) for the segment index file segment.                                                           |
|                          | Int32      |           | Segment index unknown                                                                                                                                                 |
|                          | Int32      |           | Segment index entry count                                                                                                                                             |
| index entry              | Int32      |           | Schema index segment index. This is the index into the segment index entry array (see paragraph 24.2.2.1) for the schema index file segment (see paragraph 24.2.2.4). |

```

+| | | | array (see paragraph [24.2.2.1] (#24221-segment-index-file-segm
ent)) for the schema index file segment (see |
+| | | | paragraph [24.2.2.4] (#24224-blob01-file-segment)).
| | Int32 | | Data index segment index. This is the index into the segment i
ndex entry |
-| | | | array (see paragraph 24.2.2.1) for the data index file segment
(see paragraph |
-| | | | 24.2.2.2).
+| | | | array (see paragraph [24.2.2.1] (#24221-segment-index-file-segm
ent)) for the data index file segment (see paragraph |
+| | | | [24.2.2.2] (#24222-data-index-file-segment)).
| | Int32 | | Search segment index
| | Int32 | | Previous save index
| | Int32 | | File size

```

## 24.2 File segment

@@ -9263,26 +10094,26 @@

The segment is looked up by the index in the array.

| Version | Field type | DXF group | Description                                                                |
|---------|------------|-----------|----------------------------------------------------------------------------|
|         |            |           | Begin repeat segment index entry count (as present in the file header, see |
|         |            |           | <a href="#">paragraph 24.1</a>                                             |
|         | UInt64     |           | <a href="#">paragraph [24.1] (#24.1)</a>                                   |
|         |            |           | Offset. This is the offset from the data storeâ\200\231s stre              |
|         | UInt32     |           | Size                                                                       |
|         |            |           | End repeat segment index entry count                                       |

#### 24.2.2.2 Data index file segment

-This file segment contains index entries for objects within the data file segment (see [paragraph 24.2.2.3](#)).

+This file segment contains index entries for objects within the data file segment (see [paragraph \[24.2.2.3\] \(#24223-data-file-segment\)](#)).

| Version | Field type | DXF group | Description                                                                                                                                     |
|---------|------------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------|
|         | Int32      |           | Entry count Int32 Unknown (always 0?)                                                                                                           |
|         |            |           | Begin repeat of entries (entry count)                                                                                                           |
|         | UInt32     |           | Segment index (0 means stub entry and can be ignored).                                                                                          |
|         | UInt32     |           | Local offset. This is a local offset in the stream, relative to the file segmentâ\200\231s                                                      |
|         |            |           | <a href="#">stream start position. This points to a data file segment, see <a href="#">paragraph 24.2.2.3</a>.</a>                              |
|         |            |           | <a href="#">stream start position. This points to a data file segment, see <a href="#">paragraph [24.2.2.3] (#24223-data-file-segment)</a>.</a> |
|         | UInt32     |           | Schema index                                                                                                                                    |
|         |            |           | End repeat of entries                                                                                                                           |

#### 24.2.2.3 Data file segment

@@ -9290,33 +10121,33 @@

x data records, where each data record is a byte array. Relatively small amounts of data are stored directly in the data file segment (up to 0x40000 bytes).

x A data blob references, where each blob reference references one or more other blob file segments.

-These other file segments represent the pages of the blob ([paragraph 24.2.2.3.1](#)). Large byte arrays are stored into multiple of these pages (more than 0x40000 bytes, max 0xffb0 bytes per page).

+These other file segments represent the pages of the blob ([paragraph \[24.2.2.3.1\] \(#242231-data-blob-reference-record\)](#)). Large byte arrays are stored into multiple of these p

ages (more than 0x40000 bytes, max 0xffffb0 bytes per page).

-For each entityâ\200\231s binary data stored in the data file segment entries have to be created in the schema search data. See paragraph 24.2.2.7.1. When reading the schema search data can be ignored.

+For each entityâ\200\231s binary data stored in the data file segment entries have to be created in the schema search data. See paragraph [24.2.2.7.1] (#242271-schema-search-data). When reading the schema search data can be ignored.

For each ACIS entity (REGION, 3DSOLID), a data record is created with the SAB stream of the object.

More detailed description of the ACIS/SAB data falls outside the scope of this document. The SAB stream bytes are prefixed with the ASCII encoded bytes of the string â\200\234ACIS BinaryFileâ\200\235. When for an ACIS entity a SAB stream is created from SAT, then if the version >= 21800, the bytes are post fixed with the ASCII encoded bytes of the string â\200\234End-of-ASM-dataâ\200\235, otherwise â\200\234End-of-ACIS-dataâ\200\235.

| Version | Field type | DXF group | Description |
|---------|------------|-----------|-------------|
|---------|------------|-----------|-------------|

- Begin repeat (data record) headers. Repeats number of local offsets times (this is read earlier from the data index, see paragraph 24.2.2.2). For a particular data file segment, find all data index entries with the segmentâ\200\231s segment index and take the local offsets. Move the stream position according to the current header local offset, which is relative to this data file segments stream start position. UInt32 Entry size UInt32 Unknown (ODA writes 1) UInt64 Handle UInt32 Local offset, a stream offset relative to the data start marker (just after this list of data record headers). End repeat (data record) header offsets Data start marker, this is the beginning of all data records. Begin repeat header entries (that were read above) Each data record starts at the data start marker position + local offset. The maxRecordSize of the record is the difference between two consecutive stream offsets. For the last data record the size is the file segment headerâ\200\231s (object data alignment offset << 4) + segment size the recordâ\200\231s stream offset (i.e. the file segment end position â\200\223 the record start position). UInt32 dataSize If ((dataSize + 4) <= maxRecordSize) Byte[] Data recordâ\200\231s bytes of length dataSize Else If (dataSize == 0xbb106bb1) Data blob reference record, see paragraph 24.2.2.3.1 End If End repeat header entries

+ Begin repeat (data record) headers. Repeats number of local offsets times (this is read earlier from the data index, see paragraph [24.2.2.2] (#24.2.2.2)). For a particular data file segment, find all data index entries with the segmentâ\200\231s segment index and take the local offsets. Move the stream position according to the current header local offset, which is relative to this data file segments stream start position. UInt32 Entry size UInt32 Unknown (ODA writes 1) UInt64 Handle UInt32 Local offset, a stream offset relative to the data start marker (just after this list of data record headers). End repeat (data record) header offsets Data start marker, this is the beginning of all data records. Begin repeat header entries (that were read above) Each data record starts at the data start marker position + local offset. The maxRecordSize of the record is the difference between two consecutive stream offsets. For the last data record the size is the file segment headerâ\200\231s (object data alignment offset << 4) + segment size the recordâ\200\231s stream offset (i.e. the file segment end position â\200\223 the record start position). UInt32 dataSize If ((dataSize + 4) <= maxRecordSize) Byte[] Data recordâ\200\231s bytes of length dataSize Else If (dataSize == 0xbb106bb1) Data blob reference record, see paragraph [24.2.2.3.1] (#242231-data-blob-reference-record) End If End repeat header entries

##### 24.2.2.3.1 Data blob reference record

-A data blob reference references one or more other file segments. These other file segments represent the pages of the blob. Each page is stored in a Blob01 file segment, see paragraph 24.2.2.4.

+A data blob reference references one or more other file segments. These other file segments represent the pages of the blob. Each page is stored in a Blob01 file segment, see paragraph [24.2.2.4] (#24224-blob01-file-segment).

| Version | Field type | DXF group | Description |
|---------|------------|-----------|-------------|
|---------|------------|-----------|-------------|

UInt64 Total data size UInt32 Page count UInt32 Record size (the size of this data blob reference record UInt32 Page size UInt32 Last page size UInt32 Unknown 1 (ODA writes 0)

- UInt32 Unknown 2 (ODA writes 0) Begin repeat page count UInt32 Segment index. The pageâ\200\231s blob01 file segment stream position can be found by a lookup in the segment index file segment using the segment index, see paragraph 24.2.2.1. UInt32 Size End repeat page count

+ UInt32 Unknown 2 (ODA writes 0) Begin repeat page count UInt32 Segment index. The pageâ\200\231s blob01 file segment stream position can be found by a lookup in the segment index file segment using the segment index, see paragraph [24.2.2.1] (#24221-segment-index-file-segment). UInt32 Size End repeat page count

#### 24.2.2.4 Blob01 file segment

| Version | Field type | DXF group | Description                                     |
|---------|------------|-----------|-------------------------------------------------|
|         | UInt64     |           | Page data size                                  |
|         | byte[]     |           | Binary data (byte array) of size Page data size |

##### 24.2.2.5 Schema index file segment

-The schema index contains references to objects within the schema data file segment, see paragraph 24.2.2.6.

+The schema index contains references to objects within the schema data file segment, see paragraph [24.2.2.6] (#24226-schema-data-file-segment).

| Version | Field type | DXF group | Description                                                                                                                                                  |
|---------|------------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
|         | UInt32     |           | Unknown property count                                                                                                                                       |
|         | UInt32     |           | Unknown (0)                                                                                                                                                  |
|         | UInt32     |           | Begin repeat schema unknown property count                                                                                                                   |
|         | UInt32     |           | Index (starting at 0)                                                                                                                                        |
|         | UInt32     |           | Segment index into the segment index file segment entry table (paragraph 24.2.2.1) of the schema data file segment (paragraph 24.2.2.6)                      |
|         | UInt32     |           | Local offset of the unknown schema property. This is a local offset in the stream, relative to the schema data file segmentâ\200\231s stream start position. |
|         | Int64      |           | End repeat schema unknown property count                                                                                                                     |
|         | UInt32     |           | Unknown (0x0af10c)                                                                                                                                           |
|         | UInt32     |           | Property entry count                                                                                                                                         |
|         | UInt32     |           | Unknown (0)                                                                                                                                                  |
|         | UInt32     |           | Begin repeat property entry count                                                                                                                            |
|         | UInt32     |           | Segment index into the segment index file segment entry table (paragraph 24.2.2.1) of the schema data file segment (paragraph 24.2.2.6)                      |
|         | UInt32     |           | Local offset of the schema property. This is a local offset in the stream, relative to the schema data file segmentâ\200\231s stream start position.         |
|         | UInt32     |           | Index                                                                                                                                                        |
|         | UInt32     |           | End repeat property entry count                                                                                                                              |

#### 24.2.2.6 Schema data file segment

-The schema data file segment contains unknown properties and schemas. The stream offsets of these objects from the start of this file segment are found in the schema index,

see paragraph 24.2.2.5.

+The schema data file segment contains unknown properties and schemas. The stream offsets of these objects from the start of this file segment are found in the schema index, see paragraph [24.2.2.5] (#24225-schema-index-file-segment).

| Version | Field type | DXF group | Description                                                                                                   |
|---------|------------|-----------|---------------------------------------------------------------------------------------------------------------|
|         |            | :         | Begin repeat schema unknown properties in the associated schema index file                                    |
| -       |            |           | segment (paragraph 24.2.2.4), where the property's segment index is equal to                                  |
| +       |            |           | segment (paragraph [24.2.2.4] (#24224-blob01-file-segment)), where the property's segment index is equal to   |
|         |            |           | this file segment's segment index (found in the header).                                                      |
|         | UInt32     |           | Data size                                                                                                     |
|         | UInt32     |           | Unknown flags                                                                                                 |
|         |            |           | End repeat schema unknown properties                                                                          |
|         |            |           | Begin repeat schema entries in the associated schema index file segment                                       |
| -       |            |           | (paragraph 24.2.2.4), where the property's segment index is equal to this file                                |
| +       |            |           | (paragraph [24.2.2.4] (#24224-blob01-file-segment)), where the property's segment index is equal to this file |
|         |            |           | segment's segment index (found in the header).                                                                |
| -       |            |           | A schema, see paragraph 24.2.2.6.1. The stream position is the file segment's                                 |
| +       |            |           | A schema, see paragraph [24.2.2.6.1] (#242261-schema) The stream position is the file segment's               |
|         |            |           | start position + the schema entry's local offset.                                                             |
|         |            |           | End repeat schema entries                                                                                     |
|         | UInt32     |           | Property name count                                                                                           |
|         |            |           | Begin repeat property name count                                                                              |
|         | AnsiString |           | Property name (zero byte delimited). These names are referred to by the                                       |
| -       |            |           | schema's schema property's name index (paragraph 24.2.2.6.1.1). Name                                          |
| +       |            |           | schema's schema property's name index (paragraph [24.2.2.6.1] (#242261-schema)). Name                         |
|         |            |           | strings can be shared between multiple schema properties this way.                                            |
| -       |            |           | See paragraph 24.2.2.6.1 for details about the schema.                                                        |
| +       |            |           | See paragraph [24.2.2.6.1] (#242261-schema) for details about the schema.                                     |
|         |            |           | End repeat property name count                                                                                |

#### ##### 24.2.2.6.1 Schema

A schema is a collection of name value pairs, where the value can have a number of types.

@@ -9389,11 +10220,11 @@

|   |        |  |                                                                                      |
|---|--------|--|--------------------------------------------------------------------------------------|
|   |        |  | Begin repeat index count                                                             |
|   | UInt64 |  | Index                                                                                |
|   |        |  | End repeat index count                                                               |
|   | UInt16 |  | Property count                                                                       |
|   |        |  | Begin repeat property count                                                          |
| - |        |  | Schema property, see paragraph 24.2.2.6.1.1.                                         |
| + |        |  | Schema property, see paragraph [24.2.2.6.1.1] (#24226-schema-data-file-segment.1.1.) |
|   |        |  | End repeat property count                                                            |

#### ##### 24.2.2.6.1.1 Schema property

This is a schema (see 24.2.2.6.1) property, having a name and a value of a certain type.

@@ -9403,11 +10234,11 @@

|  |        |    |                 |
|--|--------|----|-----------------|
|  | UInt32 | 91 | Property flags: |
|--|--------|----|-----------------|



```

- 0x00,0x00,0x00,0x00,0x00,0x64,0x00,0x00,
- 0x00,0x00,0x00,0x00,0x00,0x00,0x02,0x00,
- 0x00,0x00,0x00,0x00,0x00,0xFF,0xFF,0xFF,
- 0xFF,0x00,0x00,0x00,0x00
-
-# 26 SECOND FILE HEADER (R13-R15)
-
-## 26.1 Beginning sentinel
+Beginning sentinel

 {0xD4,0x7B,0x21,0xCE,0x28,0x93,0x9F,0xBF,0x53,0x24,0x40,0x09,0x12,0x3C,0xAA,0x01 }
;

- RL : size of this section
- L : Location of this header (long, loc of start of sentinel).
- RC : "AC1012" or "AC1014" for R13 or R14 respectively
- RC : 6 0's
- B : 4 bits of 0
- RC : 0x18,0x78,0x01,0x04 for R13, 0x18,0x78,0x01,0x05 for R14
-
- RC : 0
- L : header address
- L : header size
- RC : 1
- L : class address
- L : class data size
- RC : 2
- L : Object map address (natural table)
- L : Object map size
- RC : 3
- L : Address of unknown section 3
- L : size of that section
-
- S : 14 (# of handle records following)
-
- RC : size of (valid chars in) handseed
- RC : 0
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) block control objhandle
- RC : 1
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) layer control objhandle
- RC : 2
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) shapefile control objhandle
- RC : 3
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) linetype control objhandle
- RC : 4
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) view control objhandle
- RC : 5
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) ucs control objhandle
- RC : 6
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) vport control objhandle
- RC : 7
- RC : "size" characters of the handle
-

```

```

- RC : size of (valid chars in) reg app control objhandle
- RC : 8
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) dimstyle control objhandle
- RC : 9
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) viewport entity header objhandle
- RC : 10
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) dictionary objhandle
- RC : 11
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) default multi-line style objhandle
- RC : 12
- RC : "size" characters of the handle
-
- RC : size of (valid chars in) group dictionary objhandle
- RC : 13
+```
+ RL : Size of this section
+ BL : Location of this header (long, loc of start of sentinel).
+ RC : "AC1012", "AC1013, "AC1014" or "AC1015" for AutoCAD releases.
+ RC : 5 0's
+ RC : Maintenance release version
+ RC : Byte 0x00, 0x01, or 0x03
+ BS : Acad version that writes the file (first byte is application version and second byte is application maintenance release version)
+ RS : Codepage
+
+ BS : Number of sections
+ Repeat Number of sections
+ RC : Id of section
+ BL : Section address
+ BL : Section size
+ End Repeat Number of sections
+
+ BS : 14 (# of handle records)
+ Repeat Number of handles
+ RC : size of handle in bytes
+ RC : index of handle
+ RC : "size" characters of the handle
+ End Repeat Number of handles

```

CRC

RC : 8 bytes of junk (R14 only). Note that the junk is counted in the size of this section at the start.

```

+```
+
+Handles:
+
+```
+0: handseed
+1: block control objhandle
+2: layer control objhandle
+3: style control objhandle
+4: ltype control objhandle
+5: view control objhandle
+6: ucs control objhandle
+7: vport control objhandle
+8: appid control objhandle
+9: dimstyle control objhandle
+10: vx control objhandle

```

```
+11: dictionary objhandle
+12: mlstyle objhandle
+13: group dictionary objhandle
+```
```

Ending sentinel

```
{0x2B,0x84,0xDE,0x31,0xD7,0x6C,0x60,0x40,0xAC,0xDB,0xBF,0xF6,0xED,0xC3,0x55,0xFE}
```

# 27 Data section: AcDb:AuxHeader (Auxiliary file header)

**-The auxiliary file header contains mostly redundant information and was introduced in R15.**

+The auxiliary file header contains mostly redundant information and was introduced in R2000.

```
RC : 0xff 0x77 0x01
RS : DWG version:
 AC1010 = 17,
 AC1011 = 18,
```

```
@@ -9796,11 +10582,11 @@
```

```
RL : 0
RL : 0
RL : 0
RL : 0
```

**-R2018+**

+R2018+:

```
RS : 0
RS : 0
RS : 0
```

```
@@ -9855,11 +10641,11 @@
```

If that bit is 1, then following it, and preceding the RL which indicates the number of bits in the object, is an RL which indicates the number of bytes of proxy entity graphic data to follow.

Graphics data is padded to 4 byte boundaries! So, for instance, strings which are too short are padded out to the next 4 byte boundary. Similarly for lists of shorts.

**-In addition to the data definitions from chapter 2 there are a few additional data types:**

+In addition to the data definitions from [chapter 2] (#2-bit-codes-and-data-definitions) there are a few additional data types:

PS : Padded string. This is a string, terminated with a zero byte. The file's text encoding (code page) is used to encode/decode the bytes into a string.

PUS : Padded Unicode string. The bytes are encoded using Unicode encoding. The bytes consist of byte pairs and the string is terminated by 2 zero bytes.