

Dominions 6, file formats

Illwinter Game Design

The d6m file format

These files stores a map recipe that is used to render a map. The d6m file only stores the shape of the lands and where the capitals are located. The terrains and other info is in the map file.

All data is stored in little-endian format, int64 are 64-bits, ints are 32-bits long and shorts are 16-bits. Floats are stored as one unsigned short with the decimal part followed by one int with the integer part.

```
// Header
int    898933 // magic number
int    3      // file version
int    width
int    height
int64  spec   // should be 0
float  mindist // the distance between the two capitals that are closest to each other
int    nbr of provinces

// capital coordinates & spec
[for each province]
    short  cap x coord
    short  cap y coord
    int64  spec // 4=sea, 2^11=deep sea

// heightfield
[for each pixel]
    short  height (-2000 to 2000)

// province owner
[for each pixel]
    short  province nbr (0=none, 1=first province, ...)

int    1155 // magic number
```