```
hjson format: https://hjson.github.io

{
	magic: C64 Picture
	version: 0.1

	author: xxx
	group: xxx
	year, comment... etc

	// defines mode (fullscreen 384x272 or city 320x200)
	width: xxx
	height: xxx

	palette: pepto
	customPalette... .etc

	vicState:
		{
			// full copy of vic state registers from VIC Display view at frame capture, per each cycle
			//
								//Lines: PAL 312, NTSC 263
			vicii_cycle_state_t viciiStateForCycle[312][64];   //Cycles: PAL 19655, NTSC 17095

			(ViceWrapper.h: typedef struct vicii_cycle_state_s vicii_cycle_state_t;)
			vicii_cycle_state_t *c64d_get_vicii_state_for_raster_cycle(int rasterLine, int rasterCycle)

			ram: xxx	// copy of c64 ram, note this is doubled by RetroDebugger snapshot after this hjson data

			// Note: this above includes all sprites data & their positions per each cycle in the frame
		}

	Layers = [
		{
			name: background rasters
			pixels: //c64 color palette pixels data (0-F)
		}
		{
```

```
                        Name: VIC artifacts grey dots
                        pixels: //c64 color palette pixels data (0-F)
                }
                {
                        name: sprites pre
                        pixels: //c64 color palette pixels data (0-F)
                }
                {
                        name: plane // pixels from vic (includes 320x200, 1f40)
                        pixels: //c64 color palette pixels data (0-F)
                }
                {
                        name: sprites post
                        pixels: //c64 color palette pixels data (0-F)
                }
        ]
}

4 bytes size of FULL RetroDebugger SNAPSHOT
FULL RetroDebugger SNAPSHOT binary format
```