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CC3-CC5 Roof-File format

All values decimal and MSB-first(big endian) unless otherwise indicated. All integers are 4 bytes long.

```
Header ( a total of 16 + 132*roofs bytes )

        Once:
                integer E0 02 F0 01 // header ID
                integer number_of_roofs // ie. roofpairs
                integer 0
                integer 0
        for ( each roofpair )
                integer 2 // number of roof images for this entry
                integer number_of_vertices
                for ( i = 0 ; i < number_of_vertices ; i++ )
                        {
                        integer vertex.i.x-coordinate
                        integer vertex.i.y-coordinate
                        }
                for ( i = number of vertices ; i < 12 ; i++ )
                        {
                        // 0xCDCDCDCD indicates this vertex is not used
                        integer 0xCDCDCDCD
                        integer 0xCDCDCDCD
                        }
                integer 2*roof_width
                integer roof_top_left_x-coordinate
                integer roof_top_left_y-coordinate
                integer roof_bottom_right_x-coordinate
                integer roof_bottom_right_y-coordinate
                integer offset_of_exterior_data // from beginning of file
                integer offset_of_interior_data // ditto

Data (the rest of the file) // standard cc format graphical data ie. pretty
much TGA

roof0_exterior_data
roof0_interior_data
roof1_exterior_data
roof1_interior_data
roof2_exterior_data
roof2_interior_data
etc.

That's about it.

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```