//Previos Cmesh Loading

/\*cMesh skeletonMesh;

pTheModelLoader->LoadPlyModel("assets/models/skeletonSample.ply", skeletonMesh);

cMesh pillarMesh;

pTheModelLoader->LoadPlyModel("assets/models/golden\_columnXYZ\_n.ply", pillarMesh);

cMesh candleMesh;

pTheModelLoader->LoadPlyModel("assets/models/candleHolderXYZ\_n.ply", candleMesh);

cMesh cowMesh;

pTheModelLoader->LoadPlyModel("assets/models/cowXYZ\_n.ply", cowMesh);

cMesh terrainMesh;

pTheModelLoader->LoadPlyModel("assets/models/flatTerrainXYZ\_n.ply", terrainMesh);

cMesh pumpkinMesh;

pTheModelLoader->LoadPlyModel("assets/models/Halloween\_PumpkinXYZ\_n.ply", pumpkinMesh);\*/

// Previous Smode Loading (DRAWINFO)

/\*sModelDrawInfo skeletonDrawinfo;

pTheVAOManager->LoadModelIntoVAO("skeleton", vecMesh[0], skeletonDrawinfo, shaderProgID);

sModelDrawInfo pillarDrawinfo;

pTheVAOManager->LoadModelIntoVAO("pillar", vecMesh[1], pillarDrawinfo, shaderProgID);

sModelDrawInfo candleDrawinfo;

pTheVAOManager->LoadModelIntoVAO("candle", vecMesh[2], candleDrawinfo, shaderProgID);

sModelDrawInfo cowDrawinfo;

pTheVAOManager->LoadModelIntoVAO("cow", vecMesh[3], cowDrawinfo, shaderProgID);

sModelDrawInfo terrainDrawinfo;

pTheVAOManager->LoadModelIntoVAO("terrain",vecMesh[4], terrainDrawinfo, shaderProgID);

sModelDrawInfo pumpkinDrawinfo;

pTheVAOManager->LoadModelIntoVAO("pumpkin", vecMesh[5], pumpkinDrawinfo, shaderProgID);\*/

// Before Cmesh File Loading

/\*std::ifstream MeshFile;

MeshFile.open(MeshFilePath);

if (!MeshFile) {

printf("Unable to open audio\_files\_paths.txt\n");

system("pause");

return false;

}

std::string line;

while (std::getline(MeshFile, line))

{

if (line.length() > 0)

{

cMesh mesh;

mesh.setPath(line.c\_str());

pTheModelLoader->LoadPlyModel(mesh.filepath, mesh);

std::cout << mesh.meshname << std::endl;

vecMesh.push\_back(mesh);

}

}

MeshFile.close();\*/