Offset	Type	Usage	Usage Index	Meaning
0	FLOAT3	POSITION	0	XYZ
12	D3DCOLOR	COLOR	0	Diffuse
16	D3DCOLOR	COLOR	1	Specular
20	SHORT2N	TEXCOORD	0	Channel 0 uv
24	SHORT2N	TEXCOORD	1	Channel 1 uv
28	D3DCOLOR	BLENDWEIGHT	1	Blendweight

Diffuse and specular colors are stored in BGRA order.
UVs have to be transformed: $u' = 0.5+u/2$, $v' = 0.5-v/2$