If there are only vertices and vertex normals for a face element (no texture vertices), you would enter two slashes (//).

For example, to specify only the vertex and vertex normal reference numbers, you would enter:

f 1//1 2//2 3//3

o = object name

v = vector

vn = vector normal

s = smoothing group, 0/off = off

f = vx-vnx

# = comment

Reading in file

Open file

Loop until end of file (EOF)

{

Read line, store in buffer

Parse line with space as delimiter, store in second buffer

Check first character for type, if v check second character

If o, discard and read next line

If v, read in line, separate and store the three floats into temps

Check for n, if n pushback into normals else pushback into vertices

If s check if on, if on then… else …//ignored for now

If f then load vertices into final array as directed