RWGE模型格式说明

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|  | 字段数据类型 | 字段名 | 说明 |
| Max  Model  Head | unsigned int | boneNum |  |
| int | startTime |  |
| int | endTime |  |
| int | frameInterval |  |
| int | frameNum |  |
| unsigned int | meshNum |  |
| BoneData | float | 字段长度为 sizeof(float) \* 16 \* boneNum \* frameNum | |
| Max Mesh Head | char[256] | name |  |
| unsigned int | vertexNum |  |
| unsigned int | triangleNum |  |
| VertexData | MaxVertex | 字段长度为 sizeof(MaxVertex) \* vertexNum | |
| MaxVertex | float | x |  |
| float | y |  |
| float | z |  |
| float | nX |  |
| float | nY |  |
| float | nZ |  |
| float | u |  |
| float | v |  |
| int[2] | boneID |  |
| float[2] | blend |  |
|  | unsigned int | animationNum |  |
| Max Model Animation | char[256] | name |  |
| unsigned int | startFrame |  |
| unsigned int | frameNum |  |

注：

1. 一个模型可以包含多个网格，每个网格都包含一个Max Mesh Head与顶点数据字段。
2. 3ds max的纹理坐标原点在纹理贴图左下角，DX9中纹理坐标原点在纹理贴图左上角，插件在导出时做了相应的转换。