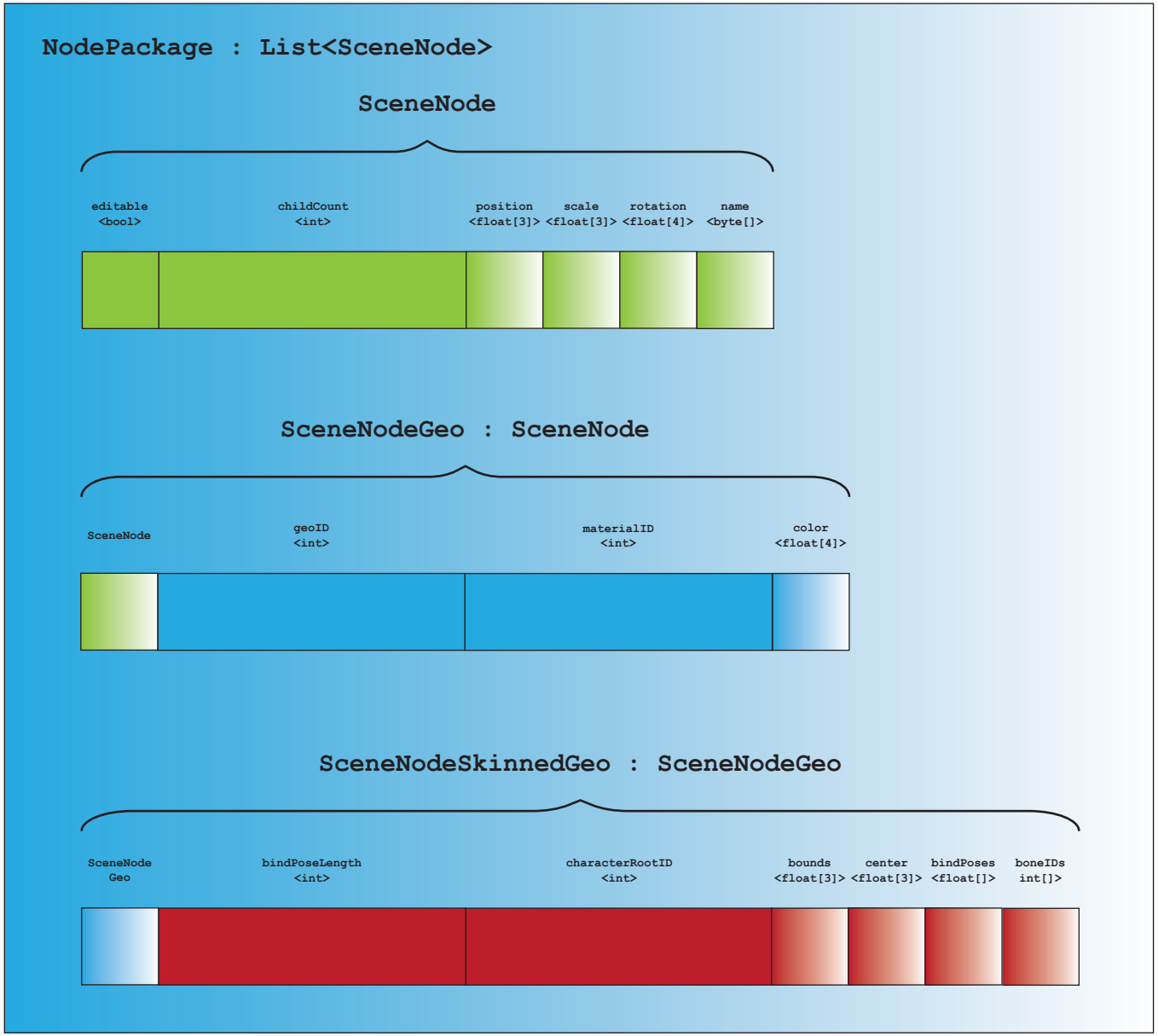
TRACER
Node Package
Character Extension



editable: Flag that determines whether a node is editable or not.

childCount: The Number of childes the node have. Used to create the node tree structure

position: Pasition of the node in world space.

scale: Lossy scale of the node.

ratation: Rotation of the node in world space.

name: Name of the node.

geoID: ID for referencing the associated geometry data.

materialID: The ID for referencing the associated material data.

color: The color if the node has no material assigned.

bindPoseLength: Length of the array storing the bind poses.

characterRootID: ID for referencing the associated character root.

bounds: The bounds of the skinned mesh in world space.

center: The center of the skinned mesh in world space.

bindPoses: Bind poses of the skinned mesh stored as 4x4 matrices

boneIDs: IDs for referencing the associated skeleton bones.