Filformat 1.3

MainHeader:

Int Antal meshes

Int Antal material

MeshHeader:

Int Name length

Int Number of verts

Int Number of normals

Int Number of UvCoords

Int Number of faces

MeshData:

Verts=3 doubles

Normals=3 doubles

UvCoords=2 doubles

Faces=3 ints

MatHeader:

Int AmbientNameLength

Int DiffuseNameLength

Int SpecularNameLength

Int TransparencyNameLength

Int GlowNameLength

MatData:

Per Color:

4 floats

1 string