Filformat 1.5

MainHeader:

Int Antal meshes

Int Antal material

Int Antal kameror

Int Antal pointLights

Int Antal ambientLights

Int Antal areaLights

Int Antal dirLights

Int Antal spotLights

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

LightData:

AmbientLightData

double intensity

3 floats color

3 floats pos

AreaLightData

double intensity

3 floats color

3 floats pos

DirectionalLightData

double intensity

3 floats color

3 floats dir

3 floats pos

PointLightData

double intensity

3 floats color

3 floats pos

SpotLightData

double intensity

3 floats color

double coneAngle

double penumbraAngle

double dropoff

3 floats dir

3 floats pos

CamData:

float VerticalFoV

float aspectRatio

nearClippingPlane

farClippingPlane

3 floats position

3 floats viewDirection

3 floats upVector //kanske ska tas bort