Filformat 1.8

MainHeader:

Int Antal meshes

Int Antal blendShapes

Int Antal material

Int Antal kameror

Int Antal pointLights

Int Antal ambientLights

Int Antal areaLights

Int Antal dirLights

Int Antal spotLights

Int Antal animationer

MeshHeader:

Int Name length

Int Number of verts

Int Number of normals

Int Number of UvCoords

Int Number of faces

MeshData:

PointsData

3 floats position

4 ints boneIndices

4 floats boneWeights

NormalsData

3 floats

UvCoordsData

2 floats

FacesData

3 ints

MatHeader:

Int AmbientNameLength

Int DiffuseNameLength

Int SpecularNameLength

Int TransparencyNameLength

Int GlowNameLength

MatData:

ColorData

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

BlendShapeData:

int meshTarget

pointsData

3 floats

normalsData

3floats