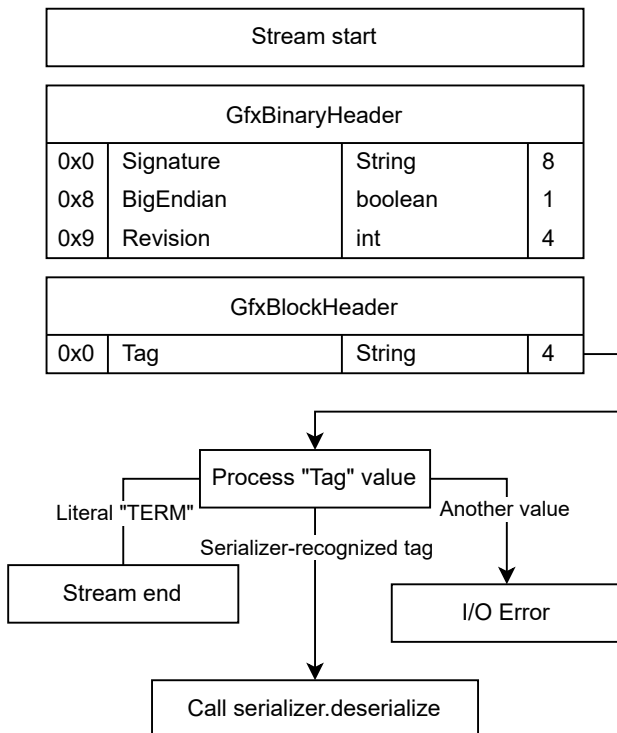
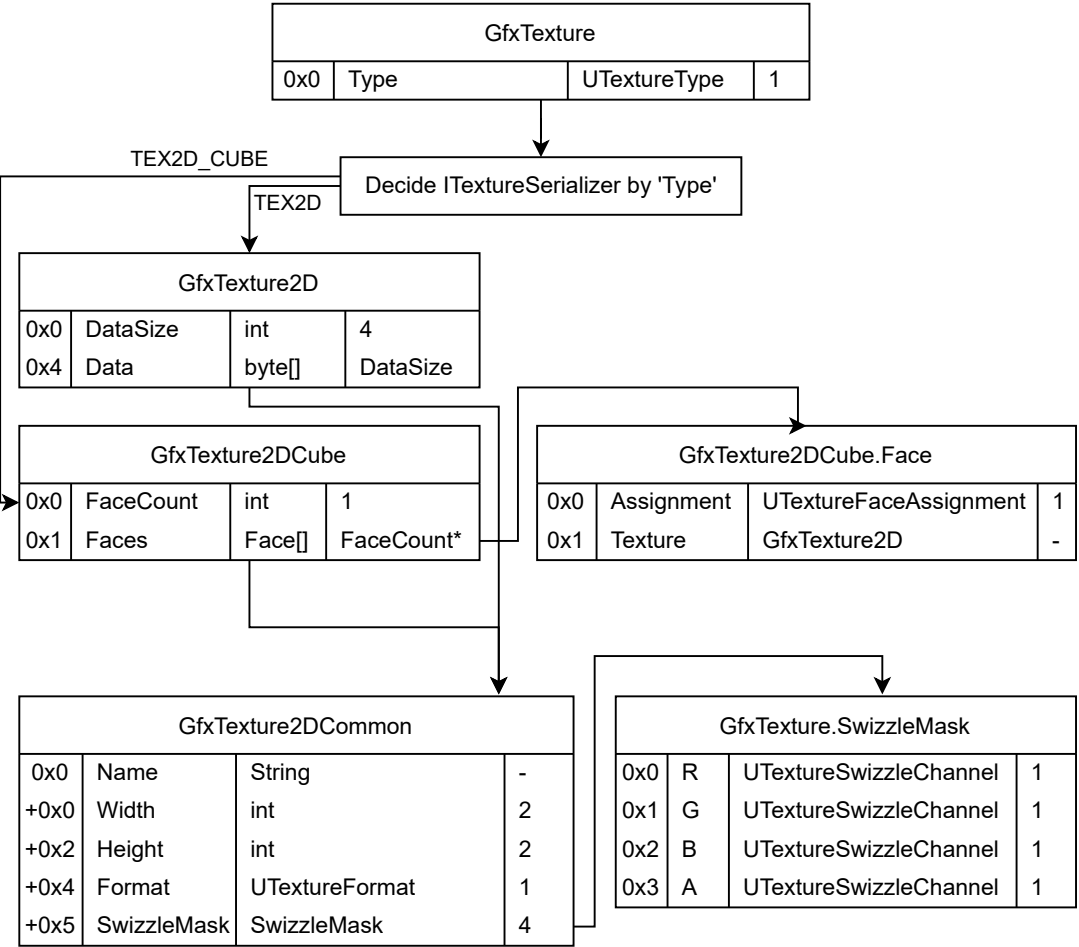


Stream container format



GfxTexture [IMAG]



GfxMesh [MESH]

GfxMesh			
0x0	Name	String	-
+0x0	PrimitiveType	UPrimitiveType	1
+0x1	IBOFormat	UDataType	1
+0x2	VtxAttrCount	int	1
+0x3	VertexAttributes	VertexAttribute[]	VtxAttrCount*
++0x3	IBOSize	int	4
++0x7	IBO	byte[]	IBOSize
+++0x7	VBOSize	int	4
+++0xb	VBO	byte[]	VBOSize



GfxMesh.VertexAttribute			
0x0	ShaderAttrName	String	-
+0x0	Offset	int	2
+0x2	ElementCount	int	1
+0x3	Format	UDataType	1
+0x4	Normalized	boolean	1

GfxShader [SHDR]

GfxShader			
0x0	Type	UShaderType	-
0x1	Name	String	1
+0x2	CodeSize	int	4
+0x6	Code	String	CodeSize

GfxProgram [SPRG]

GfxProgram			
0x0	Name	String	-
+0x0	VtxShaderName	String	-
++0x0	FragShaderName	int	-

GfxMaterial [MATL]

GfxMaterial			
0x0	Name	String	-
+0x0	ShaderProgramName	String	1
++0x0	DrawLayer	DrawLayer	3
++0x3	TextureMapperCount	int	1
++0x4	TextureMappers	TextureMapper	TextureMapperCount*
+++0x4	ShaderParams	ShaderParams	

GfxMaterial.DrawLayer			
0x0	ShadingMethod	UShadingMethod	1
0x1	Priority	int	2

GfxMaterial.TextureMapper			
0x0	TextureName	String	-
+0x0	ShaderVariableName	String	-
++0x0	MagFilter	UTextureMagFilter	1
++0x1	MinFilter	UTextureMinFilter	1
++0x2	WrapU	UTextureWrap	1
++0x3	WrapV	UTextureWrap	1

GfxMaterial.ShaderParams			
0x0	Count	int	2
0x2	Parameters	ShaderParam[]	Count

GfxMaterial.ShaderParam			
0x0	Name	String	-
+0x0	Type	UUniformType	1
+0x1	ValueCount	int	2
+0x3	Values	(Type)[]	ValueCount*