

# BWResource 资源管理系统资源结构

## 资源结构:

```
: pChunkPtr->openSections("model", lModelPtrs)
```

循环 `lModelPtrs` : 得到 `lModelPtr` :

- `resrouce = lModelPtr->ReadString("resource")`
- Transform

```
: GetVisual()
```

```
: pVisualPtr->openSections("rednerSet", lRenderSets)
```

循环 `lRenderSets` : 得到 `lRenderSet`

```
: lRenderSet->openSections("geometry", lGeometryPtrs)
```

循环 `lGeometryPtrs` : 得到 `lGeometryPtr`

:

1. ``BinaryPtr lIndicesPtr = GetIndices(pGeometryPtr, lPrimitiveName)``
2. Load Vertices:

1. `BinaryPtr lVerticesPtr = GetVertexs(.....)`

2. `std::vector<lPrimGroups>`

3. `std::vector<lIndexBuffer>`

4. `int nIndices = GetPrimGroups(lIndicesPtr, lPrimGroups, lIndexBuffer)` 从这里能得到index buffer的值

## Header结构

1. Binary Indice File:

```
IndexHeader{
    char IndexFormat[64];
    int nIndices;
    int nTriangleGroups;
}
```

之后即为

`Indices Data`

2. Primitive Group:

```
PrimitiveGroup{  
    int startindex;  
    int nPrimitives;  
    int startvertex;  
    int nvertices;  
}
```

### 3. Vertices:

```
VertexHeader{  
    char[64] vertexFormat;  
    int nVertices;  
}  
之后即为  
Vertices Data
```