## OMD2 Version 1.0.0.1

|  |
| --- |
| FileHeader |
| Skin\* |
| Mesh\* |

## FileHeader (20Byte)

|  |
| --- |
| ident = char[4] („OMD2“)  version = ULONG  numSkins = USHORT  numMeshes = USHORT  offsetSkins = ULONG  offsetMeshes = ULONG |

## Skin (68 Byte)

|  |
| --- |
| filePath = char[64]  skinWidth = USHORT  skinHeight = USHORT |

## Mesh (36 Byte)

|  |
| --- |
| num\_texCoords = ULONG  num\_triangles = ULONG  num\_vertices = ULONG  num\_frames = ULONG  num\_glCommands = ULONG  offset\_texCoords = ULONG  offset\_triangles = ULONG  offset\_frames = ULONG  offset\_glCommands = ULONG |
| TexCoord\* |
| Triangle\* |
| Frame\* |
| glCommand\* |

## TexCoord (4Byte)

|  |
| --- |
| s = USHORT  t = USHORT |

## Triangle (26 Byte)

|  |
| --- |
| vertexIndex = ULONG[3]  texCoordIndex = ULONG[3]  skinIndex = USHORT |

## Frame (40 Byte)

|  |
| --- |
| scale = float[3]  translate = float[3]  frameName = char[16] |
| VertexCompressed\* |

## VertexCompressed (4 Byte)

|  |
| --- |
| x = char  y = char  z = char  normalIndex = char |

## glCommand (4 Byte)

|  |
| --- |
| numVertices = LONG (nicht unsigned) |
| glCommandData\* |

## glCommandData (12 Byte)

|  |
| --- |
| s = float  t = float  vertexIndex = ULONG |

Offsets gehen immer vom Start des Abschnitts aus

\* = Abschnitt kann aus mehreren Abschnitten bestehen -> Anzahl der Abschnitt ist angegeben