

# OSG 支持的文件格式

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## 模型格式

读写插件(osgPlugins)	支持格式(Format)	Read	Write
3dc	.3dc/.asc(3DC point cloud format)	Y	Y
3ds(3DS Auto Studio Reader/Writer)	.3ds(3D Studio model format)	Y	Y
Ac(AC3D Database Reader/Writer)	.ac(AC3D Database format)	Y	Y
Bsp(BSP File Reader)	.bsp(BSP files)	Y	N
Bvh(BVH Motion Reader)	.bvh(Biovision motion hierarchical file)	Y	N
Dae(COLLADA 1.4.x DAE Reader/Writer)	.dae(COLLADA 1.4.x DAE format) .zae(COLLADA 1.4.x ZAE format)	Y	Y
Dicom(DICOM Image Reader/Writer)	.mag/.ph/.ima/.dic/.dcm/.dicom (dicom image format)	Y	N
Dot(DOT Writer)	.dot	N	Y
Dw(Design Workshop Database Reader)	.dw(Designer Workbench model format)	Y	N
Dxf(Autodesk DXF Reader/Writer)	.dxf(Autodesk DXF format)	Y	Y
Fbx(FBX reader/writer)	.fbx(FBX format)	Y	Y
Geo(GEO Reader/Writer)	.gem/.geo(CarbonGraphics Geo model format)	Y	N
Gz(HTTP Protocol Model Reader)	.osgz(Compressed .osg file extension) .ivez(Compressed .ive file extension) .gz(Compressed file extension)	Y	Y
Inventor(Inventor reader/writer)	.iv	Y	Y
Ive(IVE Reader/Writer)	.ive(OpenSceneGraph native binary format)	Y	Y
Logo(Logo Database Reader/Writer)	.logo(Ascii Logo placement format)	Y	N
Lwo(Lightwave Object Reader)	.lwo/.lw(Lightwave object format) .geo(Lightwave geometry format)	Y	N
Lws(Reader/WriterLWS)	.lws(Lightwave scene format)	Y	N
Md2(Quake MD2 Reader)	.md2(Quak2 MD format)	Y	N

Mdl (Valve/Source Engine MDL Reader)	.mdl	Y	N
Nrmals(Nrmals Pseudo Loader)	.nrmals(Nrmals Pseudo Loader)	Y	N
Obj (Wavefront OBJ Reader)	.obj (Alias Wavefront OBJ format)	Y	Y
Ogr(OGR file reader)	.ogr(OGR file reader)	Y	N
OpenFlight (FLT Reader/Writer)	.flt(OpenFlight format)	Y	Y
Osg(OSG Reader/Writer)	.osg(OpenSceneGraph Ascii file format) .osgs(Psuedo OpenSceneGraph file loaded, with file encoded in filename string)	Y	Y
OSG2(OpenSceneGraph Native Format Reader/Writer)	.osg2(OpenSceneGraph extendable format) .osgt(OpenSceneGraph extendable ascii format) .osgb(OpenSceneGraph extendable binary format) .osgx(OpenSceneGraph extendable XML format)	Y	Y
Osga(OpenSceneGraph Archive Reader/Writer)	.osga(OpenSceneGraph Archive format)	Y	Y
Osgtgz(OSGTGZ Database Reader/Writer)	.osgtgz(OpenSceneGraph tar gzid'd archive format)	Y	Y
P3d(present3D XML Reader/Writer)	.p3d/.xml	Y	N
Pdf(PDF plugin)	.pdf(PDF plugin)	Y	N
Pfb(Performer Reader/Writer)	.pfb	Y	N
Ply(ReaderWriterPLY)	.ply(Stanford Triangle Format)	Y	N
Pov(POV reader/writer)	.pov	Y	Y
Rot(rotation pseudo-loader)	.rot(Rotation pseudo loader)	Y	N
Scale(scaling pseudo-loader)	.scale(Scale Pseudo loader)	Y	N
Shadow(osgShadow pseudo-loader)	.osgShadow(OpenSceneGraph osgShadow extension to .osg ascii format) .shadow(OpenSceneGraph osgShadow extension pseudo loader)	Y	N
Shp(ESRI Shape	.shp(Geospatial Shape file format)	Y	N

ReaderWriter)			
Stl (STL Reader)	.stl (STL binary format) .sta (STL ASCII format)	Y	Y
Terrain (Terrain ReaderWriter)	.osgTerrain (OpenSceneGraph terrain extension to .osg ascii format) .terrain (OpenSceneGraph terrain ascii format)	Y	N
Tgz (TGZ Database Reader/Writer)	.tgz (Tar gzip'd archive format)	Y	N
Trans (translation pseudo-loader)	.trans (Translation Psuedo loader)	Y	N
Txp (TXP Reader/Writer)	.txp (Terrapage txp format)	Y	N
Vnc (VNC plugin)	.vnc (VNC plugin)	Y	N
Vrml (VRML2 Reader/Writer)	.wrl (VRML format)	Y	N
X (DirectX Reader)	.x (DirectX scene format)	Y	N
Zip (ZIP Database Reader/Writer)	.zip (Zip archive format)	Y	N

## 图片格式

读写插件(osgPlugins)	支持格式(Format)	R	W
Bmp (BMP Image Reader/Writer)	.bmp (BMP Image format)	Y	Y
Dds (DDS Image Reader/Writer)	.dds (DDS image format)	Y	Y
Directshow (ReaderWriterDirectShow)	.directshow/.avi .wmv (Windows Media Video format) .mpg/.mpeg (Mpeg movie format)	Y	N
Exr (EXR Image Reader)	.exr	Y	Y
Ffmpeg (ReaderWriterFFmpeg)	.ffmpeg/.avi/.flv (Flash video) .mov (Quicktime) .ogg (Theora movie format) .mpg/.mpv (Mpeg movie format) .wmv (Windows Media Video format) .mkv (Matroska) .mjpeg (Motion JPEG) .mp4/.sav/.3gp/.sdp (MPEG-4)	Y	N
Gdal (GDAL Image reader)	.gdal (GDAL Image reader)	Y	N
Gecko (Browser Reader/Writer)	.gecko/.Browser (browser image)	Y	N
Gif (GIF Image Reader)	.gif (GIF Image format)	Y	N

Hdr(HDR Image Reader)	.hdr(High Dynamic Range image format)	Y	Y
Imageio(Mac OS X ImageIO based Image Reader/Writer)	苹果系统才需要用到, 支持绝大部分图片格式	—	—
Jp2(RGB Image Reader/Writer)	.jp2/.jpc(Jpeg2000 image format)	Y	Y
Jpeg(JPEG Image Reader/Writer)	.jpeg/.jpg(JPEG image format)	Y	Y
Pic(PIC Image Reader)	.pic(PIC Image format)	Y	N
Png(PNG Image Reader/Writer)	.png(PNG Image format)	Y	Y
Pnm(PNM Image Reader/Writer)	.pnm/.ppm/.pgm/.pbm(PNM Image format)	Y	Y
Quicktime(Default Quicktime Image Reader/Writer)	.mov/.mpg/.mpv/.mp4/.m4v/.dv/.avi /.flv/.swf (Movie format) .sdp(RTSP Movie format) .3gp(Mobile movie format) .live(Live video streaming)	Y	Y
Rgb(RGB Image Reader/Writer)	.rgb/.rgba(rgb image format) .sgi(sgi image format) .int(int image format) .inta(inta image format) .bw(bw image format)	Y	Y
Svg(SVG Image Reader)	.svg(Scalar Vector Graphics format)	Y	N
Tga(TGA Image Reader)	.tga(Tga Image format)	Y	Y
Tiff(TIFF Image Reader)	.tiff/.tif(Tiff image format)	Y	Y
Vtf(VTF Image Reader/Writer)	.vtf	Y	Y
Xine(Xine ImageStream Reader)	.avi/.db/.ogv/.flv/.mov/.wmv .mpg/.mpv(Mpeg movie format) .xine(Xine plugin Pseduo plugin)	Y	N

### 其他文件类型

读写插件(osgPlugins)	支持格式(Format)	Read	Write
Cfg(Producer cfg object reader)	.cfg(Producer camera configuration file)	Y	N
Curl(HTTP Protocol Model Reader)	网络传输插件	Y	N
Freetype(FreeType Font Reader/Writer)	.ttf(true type font format) .ttc(true type format) .pfb(type1 binary format) .pfa(type2 ascii format)	Y	N

	.cid(Postscript CID-Fonts format) .cff/.cef(OpenType format) .fon/.fnt(Windows bitmap fonts format) .text3d(use 3D Font instead of 2D Font)		
Glsl (GLSL Shader Reader)	.gl/.frag/.vert/.geom/.glsl/ (OpenGL Shader Language format)	Y	Y
Qfont(QFont Font Reader)	.qfont(Qt font meta loader)	Y	N
Txf(TXF Font Reader/Writer)	.txf(TXF Font format)	Y	N
View(osgViewer configuration loader)	.osgviewer(OpenSceneGraph viewer configuration format) .view(OpenSceneGraph viewer configuration format)	Y	Y