

NUSM

A custom binary model format

By Kim Pampusch

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1.0 Introduction

This documentation is for a custom binary file format for storing vertex data.

2.0 Format

All data uses big-endianness.

2.1 Head

The head contains information about how the body is to be interpreted.

The head is made up of the first ____ bits of the file.

2.1.1 Magic Number

This is a number that begins the file to help detect if there is a problem with the file.

The magic number is "NUSM"

2.1.2 File Type

Eight bytes are dedicated to telling the application what data is stored in the file.

The data for each vertex will appear in the order of each value in the type.

0x01 - 3d position

0x02 - 3d normal

0x04 - 2d texture coordinate

0x08 - bone weights

2.1.3 Length

Eight bytes are dedicated to describing the length.

That allows for 1.8446744e+19 bytes of data (may increase later)

Describes how many bytes the vertex data takes

2.3 Body

The body contains the bulk of the information.

2.3.1 Vertex Data

This is the information about each vertex.

2.3.2 Index Data

This is the information to allow for indexed drawing.