# .srd

World file

## Layout

* Bytes 0 – 3: Unsigned integer; Model count
* Bytes 4 – 11: Pointer; Pointer offset to beginning of model data

## Model

* Bytes 0 – 11: Float;  x, y, z positions of model
* Bytes 12 – 23: Float; x, y, z rotations of model
* Bytes 24 – 35: Float; x, y, z scales of model
* Bytes 36 – 39; Unsigned integer; id of model