## SM file format

### Input

* Must have 8 properties (x, y, z, normalx, normaly, normalz, texturex, texturey)
* Must be all triangle faces

### Output

|  |  |
| --- | --- |
| **Length in Bytes** | **Description** |
| 2 | Signature (“SM”) |
| 4 | Vertex count |
| 4 | Face count |
| Vertex Count \* 4 \* 8 | Vertex data (8 properties) |
| Face Count \* 3 \* 4 | Index data |