281 supported formats. (76 archive types)

Available options:

NOTE: Some of these may be broken or nonfunctional.

Most have not been tested in years.

Use at your own risk.

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Gamebryo NIF

-nifnoanim - don't load animation components.

-niferpangles - interpolate angles instead of converting to quaternions.

-nifnoversionhacks - don't use version hacks.

-nifusevcolors - uses vertex colors.

-nifnotransform - doesn't perform geometry transform into skeleton space.

-nifforcenodenames - forces node/bone names to node#. - here

-nifnostaticweights - if invoked, static geometry will not be weighted to mesh nodes.

-nifpbrtest - test pbr materials, when applicable.

-niflmindex <arg> - specify texture index to treat as lightmap.

-nifforceenv <arg> - force env texture on all materials to <arg>.

-nifloadskel <arg> - map skeleton from another nif, loaded from path <arg>.