

QuakeMdl

QuakeMdl::Vec3

pos	size	type	id
0	4	f4le	x
4	4	f4le	y
8	4	f4le	z

QuakeMdl::MdlTexcoord

pos	size	type	id
0	4	s4le	on_seam
4	4	s4le	s
8	4	s4le	t

QuakeMdl::MdlSimpleFrame

pos	size	type	id
0	4	MdlVertex	bbox_min
4	4	MdlVertex	bbox_max
8	16	str(ASCII)	name
24	4	MdlVertex	vertices
repeat_root.header.num_verts times			

QuakeMdl::MdlVertex

pos	size	type	id
0	1	u1	values
repeat 3 times			
3	1	u1	normal_index

pos	size	type	id
0	84	MdlHeader	header
84	...	MdlSkin	skins
repeat header.num_skins times			
...	12	MdlTexcoord	texture_coordinates
repeat header.num_verts times			
...	16	MdlTriangle	triangles
repeat header.num_tris times			
...	...	MdlFrame	frames
repeat header.num_frames times			

QuakeMdl::MdlTriangle

pos	size	type	id
0	4	s4le	faces_front
4	4	s4le	vertices
repeat 3 times			

QuakeMdl::MdlHeader

pos	size	type	id
0	4	49 44 50 4F	ident
4	4	06 00 00 00	version_must_be_6
8	12	Vec3	scale
20	12	Vec3	origin
32	4	f4le	radius
36	12	Vec3	eye_position
48	4	s4le	num_skins
52	4	s4le	skin_width
56	4	s4le	skin_height
60	4	s4le	num_verts
64	4	s4le	num_tris
68	4	s4le	num_frames
72	4	s4le	synctype
76	4	s4le	flags
80	4	f4le	size

id	value
version	6

pos	size	type	id
0	4	s4le	type
4	4	MdlVertex	min
8	4	MdlVertex	max
12	4	f4le	time
repeat type times			
...	...	MdlSimpleFrame	frames
repeat num_simple_frames times			

QuakeMdl::MdlFrame

id	value
num_simple_frames	(type == 0 ? 1 : type)

QuakeMdl::MdlSkin

pos	size	type	id
0	4	s4le	group
4	_root.header.skin_size		single_texture_data
...	4	u4le	num_frames
...	4	f4le	frame_times
repeat num_frames times			
...	_root.header.skin_size		group_texture_data
repeat num_frames times			

id	value
skin_size	(skin_width * skin_height)