Thermite3D Manual

Resource System

The Ogre graphics engine (upon which Thermite is built) provides an advanced resource management system. Thermite builds upon this system and so many of the resource types recognised by Ogre are automatically supported by Thermite. In addition, Thermite extends some of these resource types and adds new ones.

Where are resources/how are they found?

Figure XXX illustrates some of the available resource types. In this figure, resource types which are part of Ogre have a red background, while those which have been added for Thermite have a green background. An arrow from one resource type to another indicates that the latter is in some way dependent upon the former. It is something of a simplification but is useful to aid understanding:



An explanation of each of the resource types is as follows: