These models are intended to test indices, vertexes without indices, and using mode to render different primitive types.

All values of Byte, Short, and Int are unsigned.

All model indices relate to vertices as shown by the Indices figure below, except for models using Points Mode:

Indices	Indices (For Points Mode)

The following table shows the properties that are set for a given model.

	Sample Image	Mode	Indices Values	Indices Component Type
00 View		Points		
01 View		Lines		
02 View		Line Loop		
03 View		Line Strip		
04 View		Triangle Strip		
05 View		Triangle Fan		
06 View		Triangles		

07 View		Points	[0 - 1023]	Int
08 View		Lines	[0, 3, 3, 2, 2, 1, 1, 0]	Int
09 View		Line Loop	[0, 3, 2, 1]	Int
10 View		Line Strip	[0, 3, 2, 1, 0]	Int
11 View		Triangle Strip	[0, 3, 1, 2]	Int
12 View		Triangle Fan	[0, 3, 2, 1]	Int
13 View		Triangles	[1, 0, 3, 1, 3, 2]	Int
14 View		Triangles	[1, 0, 3, 1, 3, 2]	Byte
15 View		Triangles	[1, 0, 3, 1, 3, 2]	Short