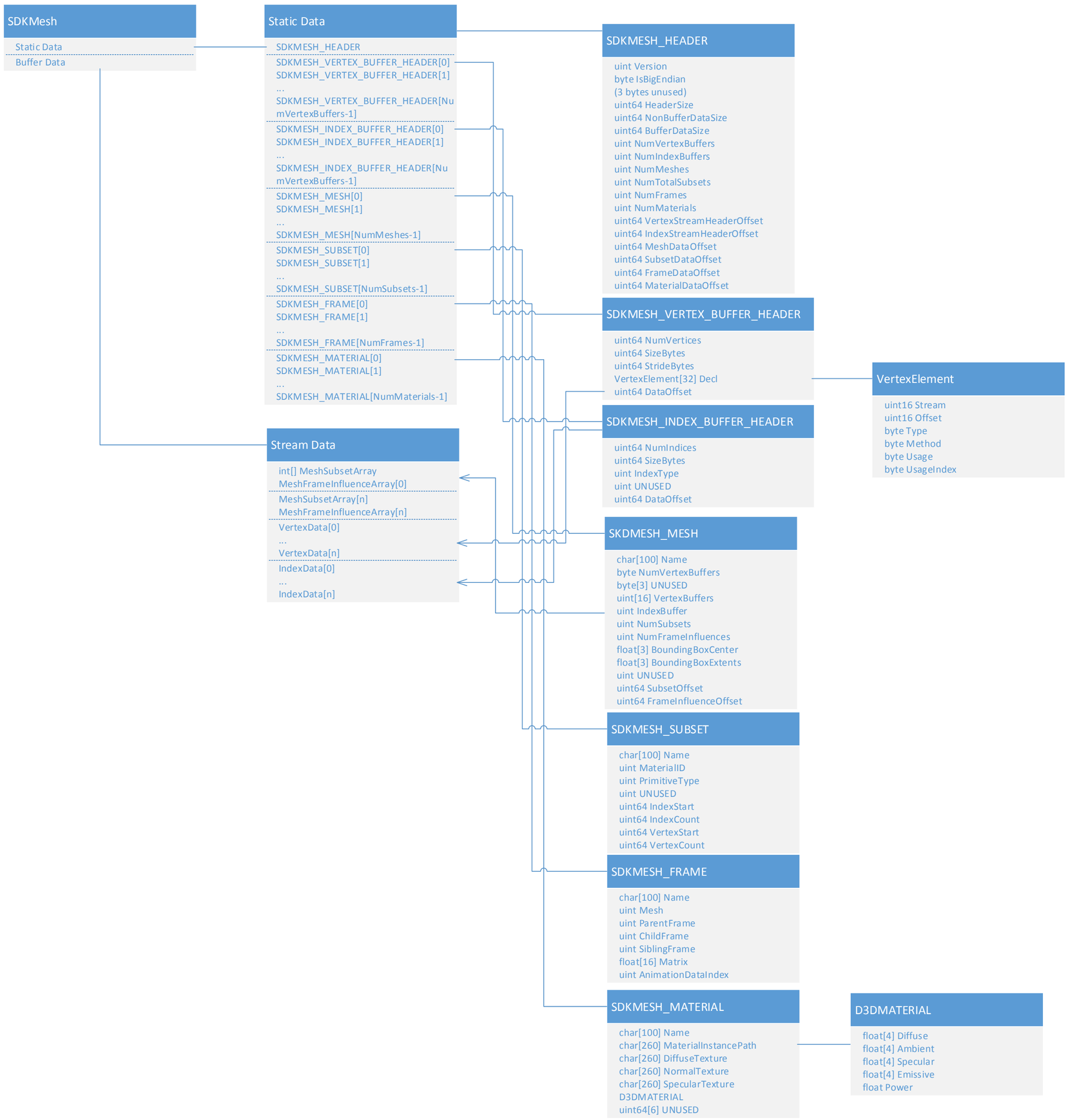
SDKMesh
Static Data
Buffer Data
Static Data
SDKMESH_HEADER
SDKMESH_VERTEX_BUFFER_HEADER[0]
SDKMESH_VERTEX_BUFFER_HEADER[1]
...
SDKMESH_VERTEX_BUFFER_HEADER[NumVertexBuffers-1]
SDKMESH_INDEX_BUFFER_HEADER[0]
SDKMESH_INDEX_BUFFER_HEADER[1]
...
SDKMESH_INDEX_BUFFER_HEADER[NumVertexBuffers-1]
SDKMESH_MESH[0]
SDKMESH_MESH[1]
...
SDKMESH_MESH[NumMeshes-1]
SDKMESH_SUBSET[0]
SDKMESH_SUBSET[1]
...
SDKMESH_SUBSET[NumSubsets-1]
SDKMESH_FRAME[0]
SDKMESH_FRAME[1]
...
SDKMESH_FRAME[NumFrames-1]
SDKMESH_MATERIAL[0]
SDKMESH_MATERIAL[1]
...
SDKMESH_MATERIAL[NumMaterials-1]
Stream Data
int[] MeshSubsetArray
MeshFrameInfluenceArray[0]
MeshSubsetArray[n]
MeshFrameInfluenceArray[n]
VertexData[0]
...
VertexData[n]
IndexData[0]
...
IndexData[n]
SDKMESH_HEADER
uint Version
byte IsBigEndian
(3 bytes unused)
uint64 HeaderSize
uint64 NonBufferDataSize
uint64 BufferDataSize
uint NumVertexBuffers
uint NumIndexBuffers
uint NumMeshes
uint NumTotalSubsets
uint NumFrames
uint NumMaterials
uint64 VertexStreamHeaderOffset
uint64 IndexStreamHeaderOffset
uint64 MeshDataOffset
uint64 SubsetDataOffset
uint64 FrameDataOffset
uint64 MaterialDataOffset
SDKMESH_VERTEX_BUFFER_HEADER
uint64 NumVertices
uint64 SizeBytes
uint64 StrideBytes
VertexElement[32] Decl
uint64 DataOffset
VertexElement
uint16 Stream
uint16 Offset
byte Type
byte Method
byte Usage
byte UsageIndex
SDKMESH_INDEX_BUFFER_HEADER
uint64 NumIndices
uint64 SizeBytes
uint IndexType
uint UNUSED
uint64 DataOffset
SKDMESH_MESH
char[100] Name
byte NumVertexBuffers
byte[3] UNUSED
uint[16] VertexBuffers
uint IndexBuffer
uint NumSubsets
uint NumFrameInfluences
float[3] BoundingBoxCenter
float[3] BoundingBoxExtents
uint UNUSED
uint64 SubsetOffset
uint64 FrameInfluenceOffset
SDKMESH_SUBSET
char[100] Name
uint MaterialID
uint PrimitiveType
uint UNUSED
uint64 IndexStart
uint64 IndexCount
uint64 VertexStart
uint64 VertexCount
SDKMESH_FRAME
char[100] Name
uint Mesh
uint ParentFrame
uint ChildFrame
uint SiblingFrame
float[16] Matrix
uint AnimationDataIndex
SDKMESH_MATERIAL
char[100] Name
char[260] MaterialInstancePath
char[260] DiffuseTexture
char[260] NormalTexture
char[260] SpecularTexture
D3DMATERIAL
uint64[6] UNUSED
D3DMATERIAL
float[4] Diffuse
float[4] Ambient
float[4] Specular
float[4] Emissive
float Power