

Structure of Model

.smd = Skeleton Model

.ski = Skin Information

.bon = Bone Model

.stck = Skeleton Track Animation

.phy = Not currently used

.ecm = link gfx (effects) to items/equipements.

- Model Description .smd (v5, v6, v8)
 - contains pathes to the seperated files
 - contains animation blocks with start_sample and end_sample (stored in bon file or in seperated stck files)
- Skeleton Bones .bon (v5, v6)
 - contains bones + properties
 - contains animation samples (position + quaternions) for each bone for all animation (directly concatenated, splited by start-end sample from .smd animation blocks)
 - contains hooks (for gfx / other models i.e. player) & hook matrices
- Skin Mesh .ski (v8, v9)
 - contains textures
 - contains material properties
 - contains vertices & polygons
- Seperated Bone Animation .stck (v1)
 - belongs to .bon file but was outsourced since .bon v6 to make editing of single animations easier
 - contains animation samples (positions and quaternions) for each bone for a single animation

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