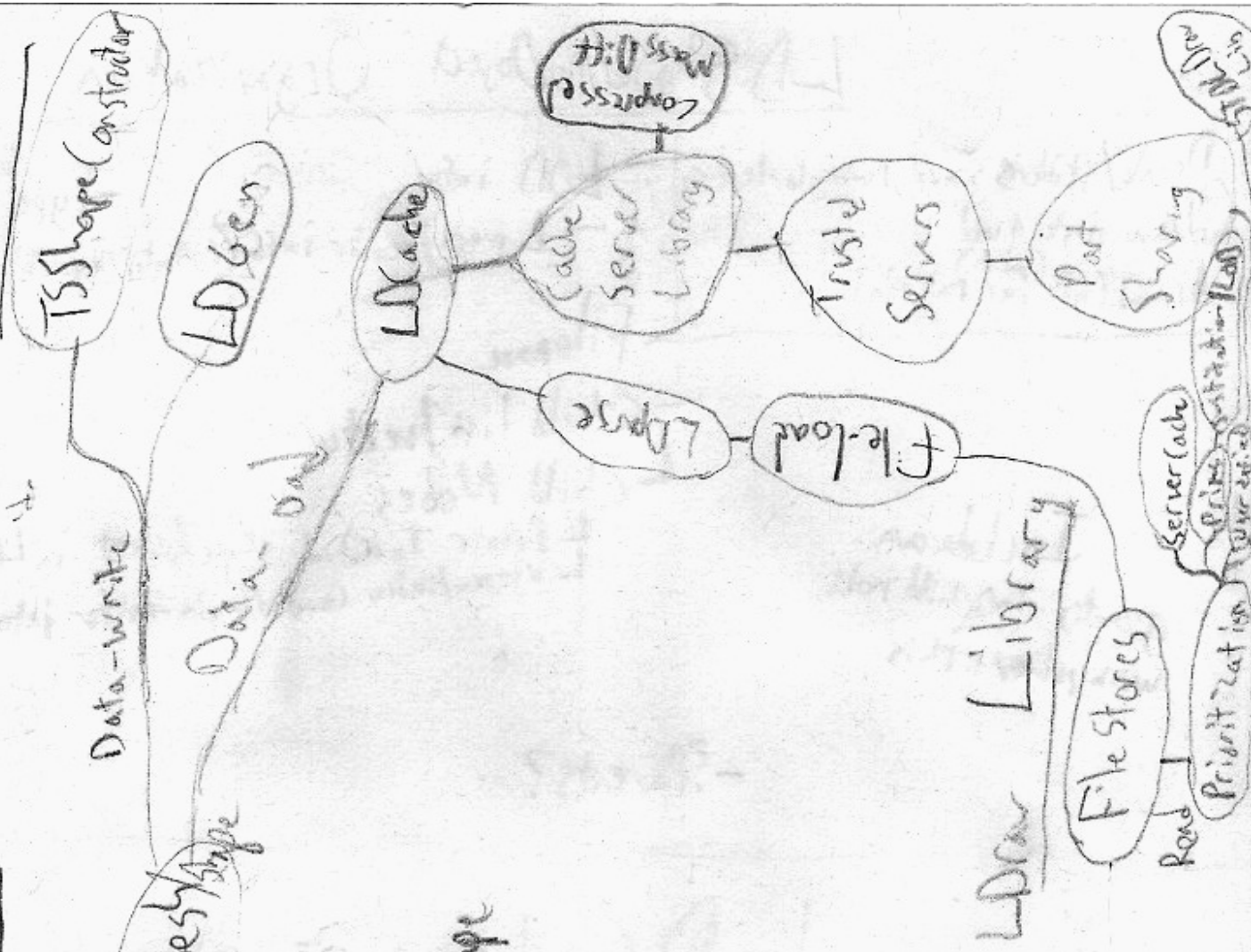
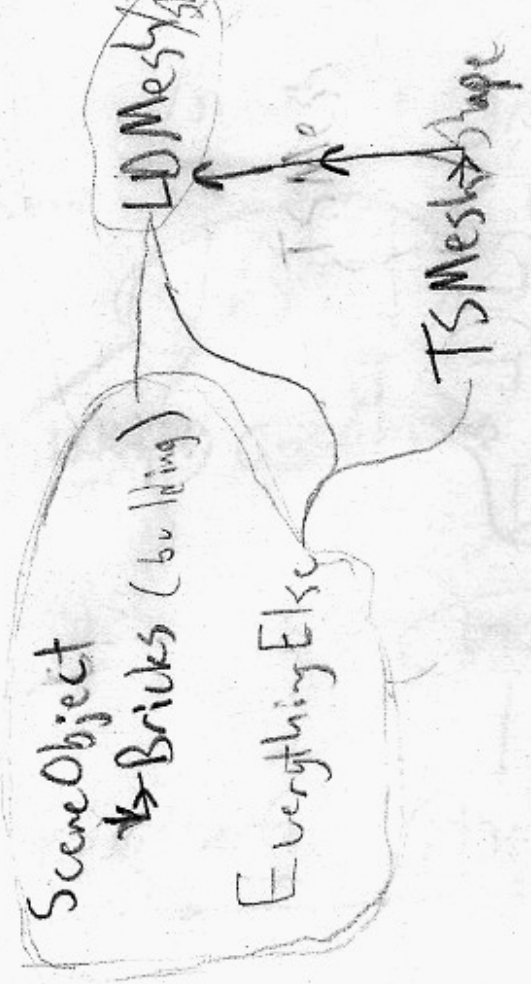


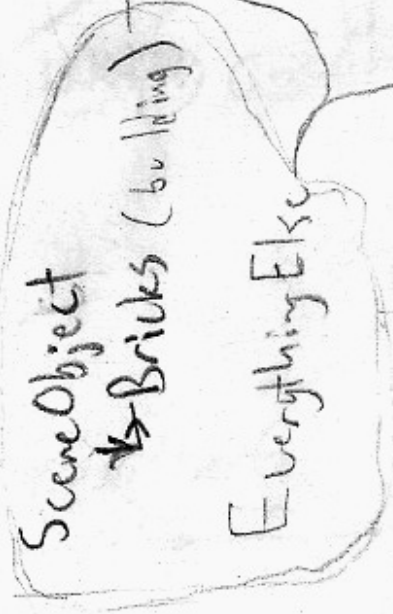
Resource Manager



Rendering



In-game



Backside to document
LDMesh and LDCache
organization.

LD Shape/Obj Organization

Draw/stillings should point to textures
 (draw single quad)
 draw full (mesh) per material

- LOD info
 - L mesh/render info (full model/composite)

- Type
 { MPD
 Model
 Submodel
 Part
 Prim

- Filename

Child list/vector
 Child Nodes

└ Pointer to actual shape/object in LD cache tree
 └ vertex/index count / begin-end for interior selects

Include an
 geometry in child node
 with pointer = this

- ? Parents ?

LD Cache Hierarchy

Role

Data Stores

Intra-Store

Intra-MPD

