

CMX File:

```
int32 skeletonCount;
Skeleton skeletons[skeletonCount];
int32 suitCount;
Suit suits[suitCount];
int32 skillCount;
Skill skills[skillCount];
```

Skeleton:

```
CountedString name;
int32 boneCount;
Bone bones[boneCount];
```

Bone:

```
CountedString name;
CountedString parentName;
int32 hasProps;
    ? Props prop;
float trans[3];
float rot[4];
int32 canTranslate;
int32 canRotate;
int32 canBlend;
int32 canWiggle;
int32 wigglePower;
```

Skill:

```
CountedString name;
CountedString fileName; [of CompressedFloatingPoint file]
float duration;
float distance;
int32 isMoving;
int32 numTranslations;
int32 numRotations;
int32 motionCount;
Motion motions[mountCount];
```

Motion:

```
CountedString boneName;
int32 frames;
float duration;
int32 hasTranslation;
int32 hasRotation;
int32 translationsOffset;
int32 rotationsOffset;
int32 hasProps;
    ? Props props;
int32 hasTimeProps;
    ? TimeProps timeProps;
```

Suit:

```
CountedString name;
int32 Type;
int32 hasProps;
    ? Props prop;
int32 skinCount;
Skin skins[skinCount];
```

Skin:

```
CountedString boneName;
CountedString name; [of DeformableMesh file]
int32 flags;
int32 hasProps;
    ? Props prop;
```

```

PropsKeyValue:
    CountedString key;
    CountedString value;

Props:
    int32 size;
    PropsKeyValue keyValues[size];

TimePropsKeyValue:
    int32 key;
    Props value;

TimeProps:
    int32 size;
    TimePropsKeyValue keyValues[size];

CountedString:
    byte len;
        (len == 255)
            ? int32 len;
            : char string[len];

DeformableMesh:
    CountedString fileName;
    CountedString textureName;
    int32 boneCount;
    CountedString boneNames[boneCount];
    int32 faceCount;
    DeformableFace faces[faceCount];
    int32 boneBindingCount;
    BoneBinding boneBindings[boneBindingCount];
    int32 textureVertexCount;
    TextureVertex textureVertices[textureVertexCount];
    int32 blendDataCount;
    BlendData blendData[blendDataCount];
    int32 vertexCount;
    NormalVertex vertices[vertexCount];

DeformableFace:
    int aVertexIndex;
    int bVertexIndex;
    int cVertexIndex;

BoneBinding:
    int boneIndex;
    int vertCount;
    int firstBlendedVert;
    int blendedVertCount;

TextureVertex:
    float u;
    float v;

BlendData:
    int32 weightFixed;
    int32 otherVertexIndex;

NakedVertex:
    float x;
    float y;
    float x;

NormalVertex:
    NakedVertex naked;

```

NakedVertex norm;