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header_type			
Name	Data type (little endian)	Size in bytes	Comment
header_type_id	unsigned int	4	The header type container for any header. All data headers are prepended with this.
(1) file_header			
Name	Data type (little endian)	Size in bytes	Comment
data_format_version	unsigned int[3]	4 * 3	Major, Minor, Patch. Major breaks compatibility.
(2) mesh_header			
Name	Data type (little endian)	Size in bytes	Comment
diffuse_texture	char[256]	256	Null-terminated char string. Truncated to 256 chars, with null-terminator '\x00'.
vertex_count	unsigned long long	8	Number of vertices in the subsequent packed list of VertexData.

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mesh_data			
Name	Data type (little endian)	Size in bytes	Comment
vertex_data	vertex_data[vertex_count]	16 * vertex_count	A packed list of vertex data structs, stride is 16, count is equal to header.vertex_count.
vertex_data			
Name	Data type (little endian)	Size in bytes	Comment
position	float[3]	4 * 3	Vertex Position
uv	float[2]	4 * 2	Vertex UV-coordinates
normal	float[3]	4 * 3	Vertex Normal

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Example with a single mesh, a triangle				
Datatype	Data	Size (bytes)	Ref	Comment
unsigned int	1	4	header_type.header_type_id	The data format header type
unsigned int[3]	[1, 0, 0]	12	file_header.data_format_version	Data format version
unsigned int	2	4	header_type.header_type_id	Mesh header id
char[256]	"path/to/file.png\0"	256	mesh_header.diffuse_texture	Texture file name
unsigned long long	3	8	mesh_header.vertex_count	Number of vertices
float[24]	...24 floats...	96	mesh_data.vertex_data	Not part of header, is a list of vertex data structs
Example with multiple meshes, 2 triangles				
Datatype	Data	Size (bytes)	Ref	Comment
unsigned int	1	4	header_type.header_type_id	The data format header type
unsigned int[3]	[1, 0, 0]	12	file_header.data_format_version	Data format version
unsigned int	2	4	header_type.header_type_id	Mesh header id
char[256]	"path/to/file.png\0"	256	mesh_header.diffuse_texture	Texture file name
unsigned long long	3	8	mesh_header.vertex_count	Number of vertices
float[24]	...24 floats...	96	mesh_data.vertex_data	Not part of header, is a list of vertex data structs
unsigned int	2	4	header_type.header_type_id	Mesh header id for the second mesh
char[256]	"path/to/file2.png\0"	256	mesh_header.diffuse_texture	Texture file name
unsigned long long	3	8	mesh_header.vertex_count	Number of vertices
float[24]	...24 floats...	96	mesh_data.vertex_data	Not part of header, is a list of vertex data structs