

# Asset Types

Import +mount

auto-reload

UDM

After import: import

After conversion: converted

| Asset type         | File location      | Supported formats   |
|--------------------|--------------------|---|
| Model              | models             | pmdl, <b>pmdl_b</b> , mdl, vmdl_c, glTF, glb, wmd                     |
| Material           | materials          | <b>pmat</b> , pmat_b, vmt, vmat_c, wmi                                |
| Texture            | materials          | <b>dds</b> , ktx, vtf, vtex_c, png, tga, jpg, bmp, psd, gif, hdr, pic |
| Map                | maps               | pmap, <b>pmap_b</b> , bsp, vmf, vmap_c, wld                           |
| Particle           | particles          | <b>pptsys</b> , pptsys_b  |
| Navigation file    | maps               | pnav, <b>pnav_b</b>   |
| Sound file         | sounds             | wav, <b>ogg</b> , mp3   |
| Configuration file | cfg, scripts, data | txt, <b>udm</b>   |
| Savegame           |                    | psav, <b>psav_b</b>   |
| Shader             | shaders            | <b>gls</b> , spv  |
| PFM project file   | projects           | pfm   |
| SFM session file   | elements/sessions  | <b>dmx</b>  |

**Green** formats are Pragma's primary formats, which are based on Pragma's UDM format. The **\_b**

variant denotes the binary version, without the suffix the ASCII version. Either version can be losslessly converted to the other using the "udm\_convert" console command.

**Red** formats are not directly supported, but can be imported, in which case they are automatically converted to the equivalent Pragma format.

~~Striked-through~~ formats are legacy formats, which may or may not still be supported, but should be avoided.

**Bold** formats are recommended over alternatives.

## Models

All 3D meshes are  
animations, etc.

## Maps

The **pmap** format contains level information, such as entities, BSP data, lightmap information, etc. It does **not** contain any level geometry, which is instead stored in separate model files located in "models/maps/<mapName>/...".

AI navigation data is also stored in a separate file in the **pnav** format. It is not generated automatically, but can be generated using the "nav\_generate" console command. If a pnav file exists, it will automatically be loaded on map load.

## Textures

Pragma supports a wide variety of texture types, however for performance and compatibility reasons, dds with BCn compression is recommended. Using image formats without GPU-supported texture compression may come with a severe performance penalty.

Textures are usually used in conjunction with materials.

# Materials

**Location:** materials

**Supported formats:** pmat, pmat\_b, vmt, wmi

Materials in Pragma have the file extension "pmat" and "pmat\_b". Vmt materials are also supported, but should only be used for import purposes. Occasionally you may also see "wmi" materials, which is a legacy format and should be avoided.

Material files can be opened and edited in a text-editor (with the exception of "pmat\_b"). Every material has a single base block,

# Nav-Files

Navigation files contain nav meshes required for AI to properly navigate on maps. Without a nav-mesh file, NPCs may run into walls and get stuck on obstacles frequently.

A nav-mesh file can be generated using the "nav\_generate" console command after loading the map for which to generate it for.

# Particles

**Location:** particles

**Supported formats:** pptsys, pptsys\_b

# Sound Files

# Shaders

# Configuration Files

# Savegames

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