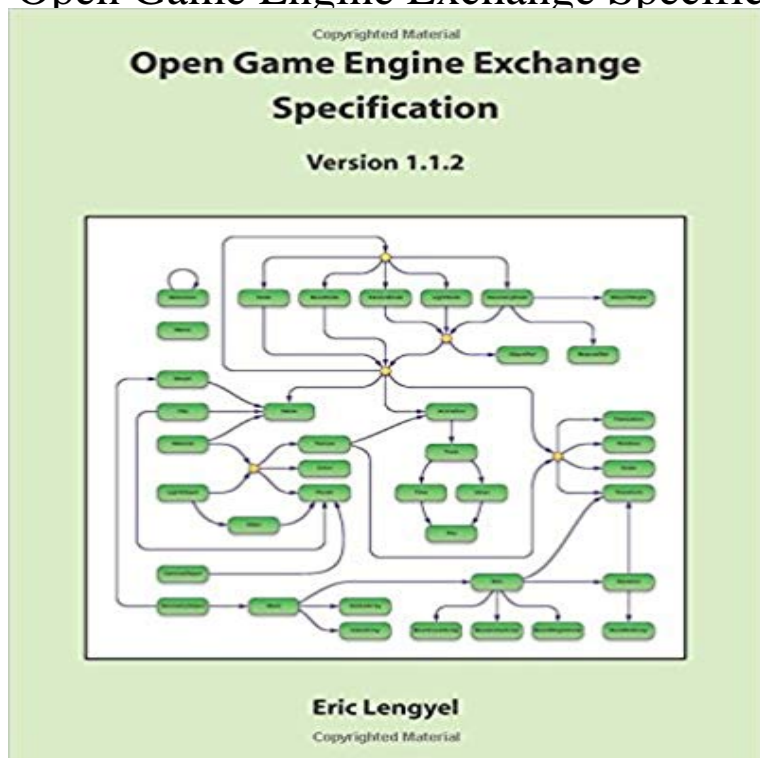


# Open Game Engine Exchange Specification, Version 1.1.2



This book contains the official version 1.1.2 specification for the Open Game Engine Exchange (OpenGEX) format, a text-based file format designed to facilitate the transfer of complex scene data between applications such as modeling tools and game engines. A thorough description of the Open Data Description Language (OpenDDL) syntax, upon which OpenGEX is based, is also included.

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