The root mesh does not have an opCode.

The first non zero opCode must be a “2”.

I don’t know how many meshes can be in the stack at once, maybe three.

MESHES

Mesh0 (root)	X
Mesh1	

Mesh Stack

Draw a diagram of your object's meshtree

~ Draw a diagram of your object’s meshtree.
~ Number the root mesh “0”, then number a mesh that is connected to the root mesh “1”.
~ Number all the meshes in this branch of the meshtree consecutively. The numbers get higher as you get further from the root mesh.
~ Select the next mesh connected to the root mesh and continue numbering all the meshes in this branch of the meshtree.
~ Repeat numbering the meshes for every branch that is connected to the root mesh.
~ When you create the meshtree in Wadmerger, you will add the meshes in the same order to make things easier.
~ Write “Mesh1” in the meshes list under “Mesh0”.
~ Use the flowchart to determine the opCode and write it in the column next to “Mesh1”. The previous mesh is the mesh above the current mesh in the meshes list. If the flowchart told you to add a mesh to the stack, write that mesh’s name on the lowest empty line in the mesh stack diagram.
~ Write “Mesh2” in the meshes list under “Mesh1”.
~ Use the flowchart to determine the opCode and write it in the column next to “Mesh2”. If the flowchart told you to add a mesh to the stack, write that mesh’s name on the lowest empty line in the mesh stack diagram. If the flowchart told you to remove a mesh from the stack, erase the mesh at the top of the mesh stack diagram so that line becomes empty.
~ Add the remaining meshes one by one to the mesh list in numerical order and use the flowchart to determine the opCode each time until all the object’s meshes are listed.
~ Use the opCode list when you add each mesh in Wadmerger’s Meshtree Editor to know when to “Pop” or “Push” or “Pop” and “Push”.