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Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation

Posted by [=HT=T-Bird](#) on Fri, 28 Jul 2006 18:32:39 GMT

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SuperFlyingEngi wrote on Fri, 28 July 2006 12:41Two questions:

1) Will RenX accept 3ds files for the whole world mesh, not just doodads and such? (You'll have to excuse my ignorance on this topic, I'm not sure whether or not RenX sees a distinction in mesh vs. objects.

2) What kind of plug-ins would I need for a modeller?

Oh, and thanks for the help.

I can't help you with #1, but #2 is easy: A w3d exporter will do. (If someone knows how to script Blender in Python and the w3d file format, it'd be nice if they could write a w3d exporter for Blender)

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