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Subject: Re: making a blender w3d exporter....but first....

Posted by [iRRVi](#) on Wed, 20 Jun 2007 03:51:55 GMT

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I am trying again - but please continue with this information - yes you...jonwil...i am looking at w3d\_file.h right now - trying to figure it out to the extent allowed by my brain. I have coded in c++ before (thank god) so i will understand the stuff fairly well

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