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

Posted by [jonwil](#) on Wed, 20 Jun 2007 04:42:41 GMT

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If you go to <http://sourceforge.net/projects/rentools/> and download w3dview and look at its code (written in C and OpenGL because I did it for a uni assignment), it will give you some usefull info on the w3d format.
