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Subject: Re: W3D Blender

Posted by [yesfish](#) on Fri, 01 Jun 2012 16:47:03 GMT

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First preview will be ready next week I think.

See original post for latest screens.

Now samples passes into materials, UVMaps, vertex color maps, vertex alpha maps (not sure what to do with them so set white = transparent, black = opaque. might swap them in future), optionally ignore lightmaps, sorts hidden / VIS objects into layers and is a proper addon.

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