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Subject: Re: WDump writing

Posted by [danpaul88](#) on Mon, 18 Jun 2012 08:39:20 GMT

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I actually have an experimental tool that can read W3D files and allow 'known' parts of chunks to be modified and written back out to the W3D file... it was written specifically with emitters in mind to solve the whole 'line emitter properties are not saved' bug in W3dView (which has since been fixed anyway) but there's no reason it couldn't be extended to work with any W3D file.

Unfortunately I just don't have the time to work on it at the moment

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