

---

Subject: W3D format

Posted by [CnCVK](#) on Sun, 28 Jan 2007 20:52:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Does anyone have W3D format description?

---

---

Subject: Re: W3D format

Posted by [saberhawk](#) on Sun, 28 Jan 2007 21:14:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Look at ChunkLoadClass in engine.cpp/h in the scripts.dll source code.

---

---

Subject: Re: W3D format

Posted by [jonwil](#) on Mon, 29 Jan 2007 00:13:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

go to <http://www.sourceforge.net/projects/rentools> and download w3dren and w3dview

w3dren is the best way to understand the basic structure of w3d files (and if you are willing to release any source code changes you make under the GNU GPL, you can use its code directly as a starting point)

w3dview is probably the best resource on some of the nuances of the w3d file format such as the right order to do the math for animation

---

---

Subject: Re: W3D format

Posted by [Mad Ivan](#) on Mon, 29 Jan 2007 08:41:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hi, CnCVK, tell pd i said "hi"

---