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

Posted by [iRRVi](#) on Sat, 16 Jun 2007 16:32:02 GMT

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

Well...as the title says I'm trying to make a W3d exporter for blender.

I'm basing it off a import script for gmax...or maybe 3ds max that I found. But i have a couple questions. Of which I have found 1 so far...in maxscript - what is #() - as noted here

```
global pivots = #();  
global hlocs = #();  
global meshes = #();  
global boxes = #();
```

thanks,
--iRRVi

(dont go yellin' at me for not searching the web...cause I did...however - sometimes i am not the best at finding stuff with google...thanks.)

Edit - I found one more question. what is up with this...and how do i represent it in python?

```
global boxcolor = point3 0 255 0
```

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

Posted by [iRRVi](#) on Sat, 16 Jun 2007 18:31:42 GMT

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

hmmmmm...it just seems that there isnt enough documentation for the w3d file format out there - so unless you guys wanna point me in the right direction...all bets are off

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

Posted by [Carrierll](#) on Sat, 16 Jun 2007 18:57:39 GMT

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

jonwil knows more about the W3D format than most, I'd say, let me drag him in this direction...

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

Posted by [Slave](#) on Sat, 16 Jun 2007 19:05:17 GMT

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

I might be kicking in an open door, but this might be of use.

When you run repair on the Ren Mod Tools, w3d_file.h pops up in the Howto folder.

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

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

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

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

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

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

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

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.
