
Subject: Gmax's W3D Importer beta test team

Posted by [Anonymous](#) on Mon, 21 Oct 2002 04:02:00 GMT

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Alright, now the Importer can Import straight from MIX(rg) files (.mix, .pkg and .dat). I'll fix a few things and try improving the code a bit since it takes more time to import from mix files when it needs to find dependents files, like skeleton for animations or characters in big mix files such as always.dat. Although, even if it takes more time, it saves you the effort of looking for files that are needed with some specific w3d files. I have not yet implemented DDS support, but will work on it this week. I'll send you guys an update before I leave for work (in about 2 hours).- Abjab [October 21, 2002, 04:05: Message edited by: Abjab]
