Subject: Re: prelit materials lightmaps, exporting wlt files
Posted by Abjab on Sat, 28 Aug 2010 05:32:36 GMT
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Mr.NiceGuy wrote on Fri, 27 August 2010 22:26Does this mean your still working on tools.

I updated the importer a few years ago when I noticed BFME was using w3d files and made it to support all known games using w3d files back then, right now I'm digging it out of my backups.

With these tools you dont need to extract a single file anymore, it imports straight from .mix or .big files and lookup for all files required, so you don't need to extract all textures and other w3d files the model you need to import depends on.

It's not just a simple importer anymore, it has become a series of tools: W3D Hierarchy Builder, W3D Textures Browser, W3D Flags Helper Tool, plus full W3D Import/Export supports.

I've never released it or had any itentions of doing so. I just kept on working on it to learn more about 3d. I've made converters for other games as well since, I've seen lots of 3d formats so far. Now reverse engineering file formats has become a walk in the park and sometimes I found out and learned new stuff that I didn't know at the moment I was working on the w3d Importer so it kept on imroving over time.

So yes I'm still working on my w3d tools, but I never planed to release them.

Abjab