Subject: W3D Blender
Posted by yesfish on Tue, 22 May 2012 19:08:42 GMT

I'm making a W3D blender suite that should enable Blender to become a legit way to author renegade content. This addon is planned to both import and export w3d files as well as render the materials in a way that's similar to the game engine.

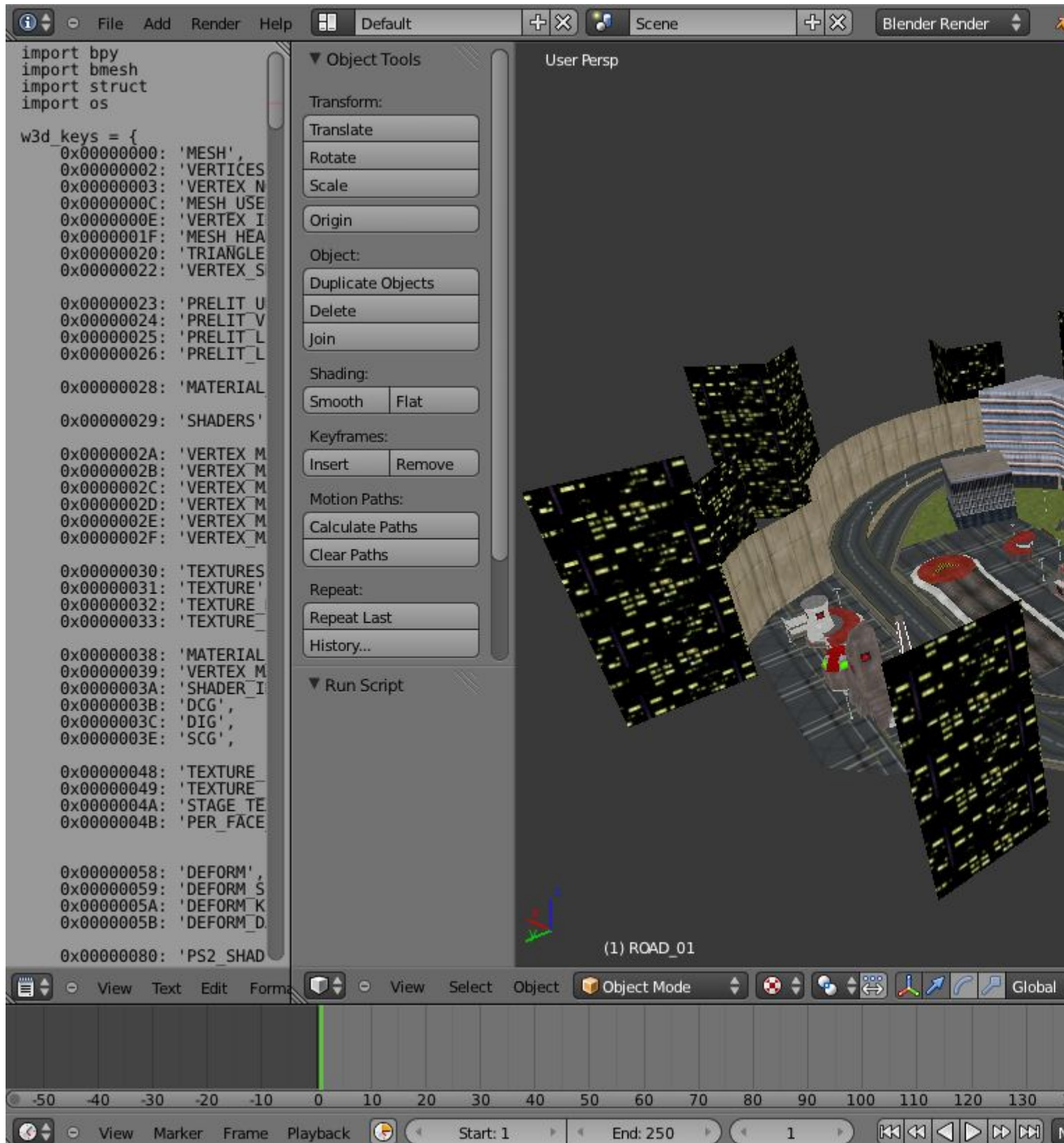Get "Revision A" import preview, and first code release!
https://github.com/huwpascoe/w3d_blender

canyon

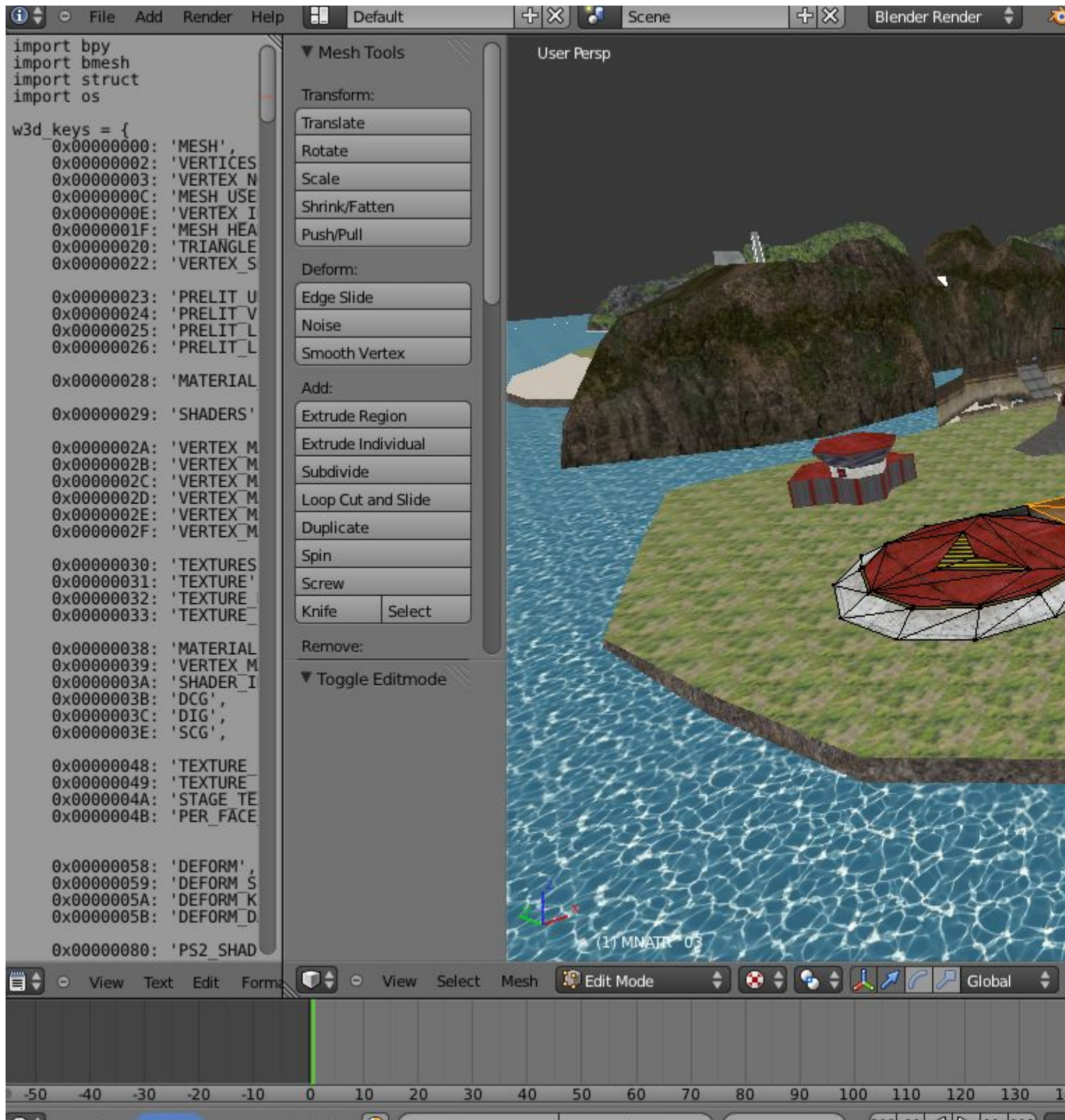glacier_flying

File Attachments
1) w3d1.JPG, downloaded 631 times

```python
import bpy
import bmesh
import struct
import os

w3d_keys = {
    0x00000000: 'MESH',
    0x00000002: 'VERTICES
    0x00000003: 'VERTEX_N
    0x0000000C: 'MESH_USE
    0x0000000E: 'VERTEX_I
    0x0000001F: 'MESH_HEA
    0x00000020: 'TRIANGLE
    0x00000022: 'VERTEX_S

    0x00000023: 'PRELIT_U
    0x00000024: 'PRELIT_V
    0x00000025: 'PRELIT_L
    0x00000026: 'PRELIT_L

    0x00000028: 'MATERIAL

    0x00000029: 'SHADERS'

    0x0000002A: 'VERTEX_M
    0x0000002B: 'VERTEX_M
    0x0000002C: 'VERTEX_M
    0x0000002D: 'VERTEX_M
    0x0000002E: 'VERTEX_M
    0x0000002F: 'VERTEX_M

    0x00000030: 'TEXTURES
    0x00000031: 'TEXTURE'
    0x00000032: 'TEXTURE_
    0x00000033: 'TEXTURE_

    0x00000038: 'MATERIAL
    0x00000039: 'VERTEX_M
    0x0000003A: 'SHADER_I
    0x0000003B: 'DCG',
    0x0000003C: 'DIG',
    0x0000003E: 'SCG',

    0x00000048: 'TEXTURE_
    0x00000049: 'TEXTURE_
    0x0000004A: 'STAGE_TE
    0x0000004B: 'PER_FACE

    0x00000058: 'DEFORM',
    0x00000059: 'DEFORM_S
    0x0000005A: 'DEFORM_K
    0x0000005B: 'DEFORM_D.

    0x00000080: 'PS2_SHAD
```

2) w3d2.JPG, downloaded 637 times
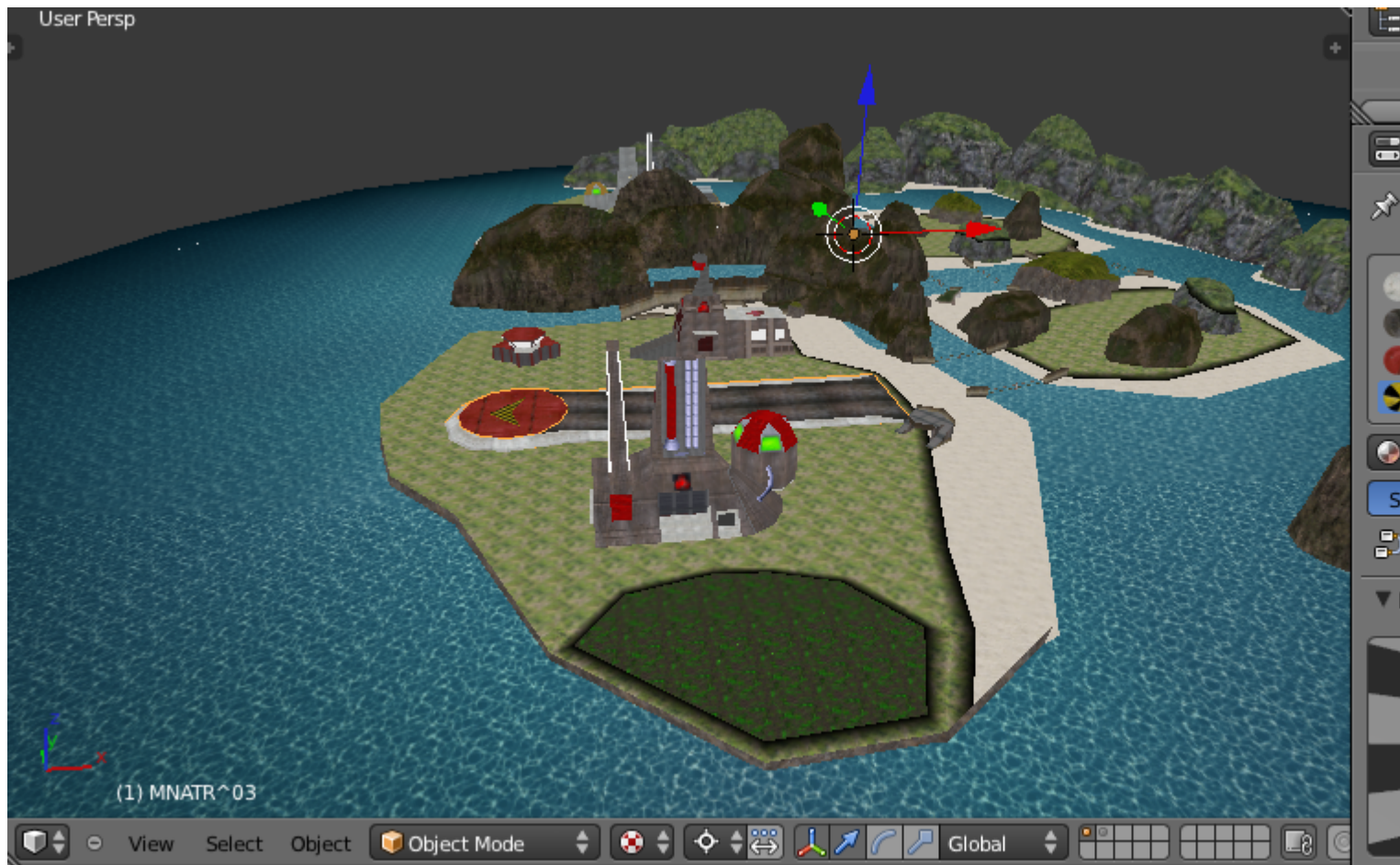
3) w3d3.JPG, downloaded 870 times

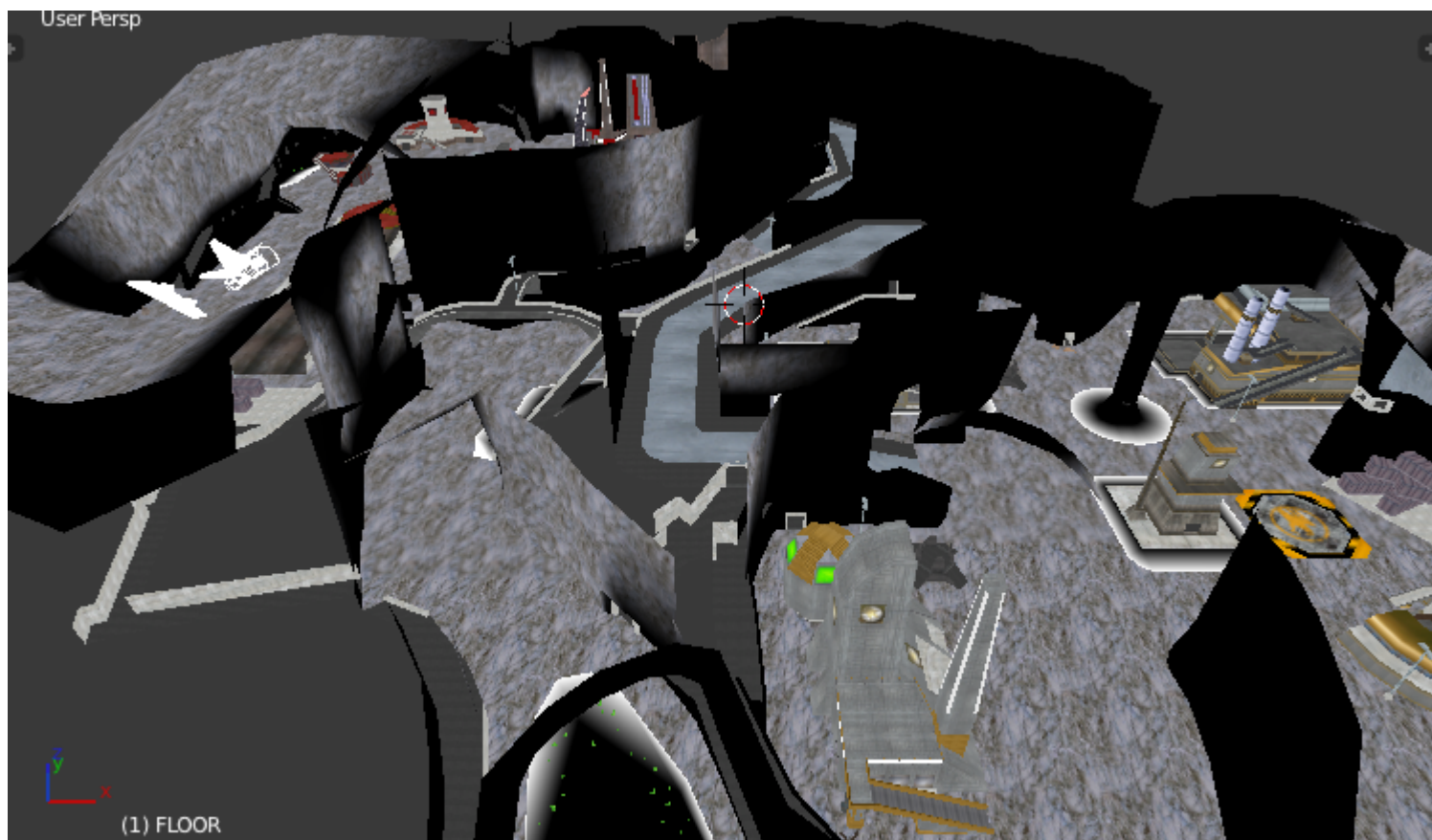4) w3d4.JPG, downloaded 648 times
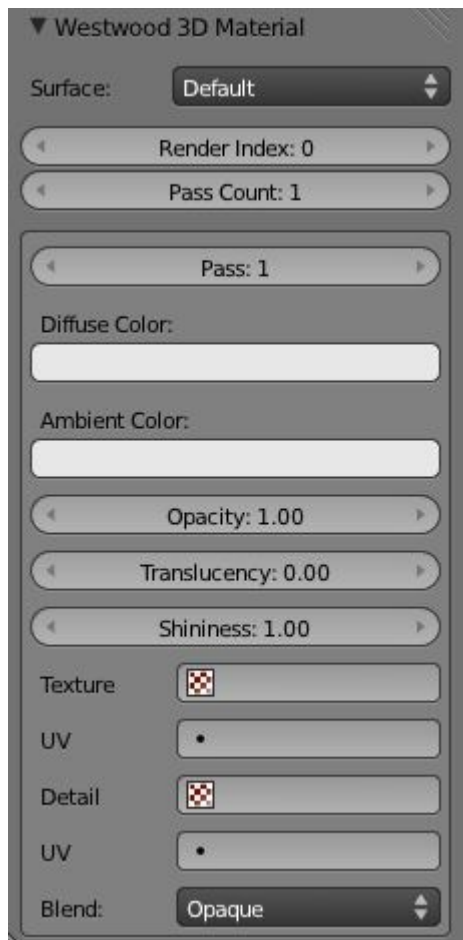
5) w3d5.PNG, downloaded 596 times

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6) w3d6.PNG, downloaded 1746 times

7) canyon.JPG, downloaded 2077 times

User Persp

(1) GDIRAMPUP04