
Subject: Re: W3D Blender

Posted by [yesfish](#) on Thu, 24 May 2012 02:04:42 GMT

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Latest update.

99% sure the duplicate VERTEX_MATERIALS are an exporter quirk and can be ignored.

Here's the theory: Mesh is broken into triangle patches by duplicating vertices. Each patch gets its own custom layering.

every patch:

 every pass:

 vertex material link

 shader link

 texture link

 uv map

All those links there are mix and match, you get a large sandwich of information. Which is great, if you're a game engine.

So I think the best way to get anything meaningful is to treat each uniquely layered patch as a separate material, on export, re-combine and sandwich everything. It seems this is how RenX works.

Will post further updates when I have something new to show. Probably by early next week.
