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Subject: Re: W3D Blender

Posted by [yesfish](#) on Tue, 29 May 2012 22:21:27 GMT

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My documentation is this source code by Jonathan Wilson:

<http://sourceforge.net/projects/rentools/files/w3dview/>

After studying the source for a few hours, I'd got 3D models loaded. Then I started on the materials and 2 weeks later, same place, lol. Figuring out Blender has taken the majority of the time of course as this gleaming open source API has worse documentation than a dead proprietary format.

Github is the hip place to be so yeah that's probably the best place.

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