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Subject: Re: W3D Blender

Posted by [yesfish](#) on Sun, 24 Jun 2012 20:58:31 GMT

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Stuck.

Importing, fine. Still need to do the object attributes and some material shader values. But you get a complete picture of the scene.

Exporting, even though wdump reveals a structure that's as standard as any mesh and even though you can then reimport the exported mesh into blender and it works FINE, open it in w3dviewer and watch the materials disappear.

And I'm sick of Blender's shitty API. Features you'd expect are missing, features that are there are hidden or undocumented or don't work the way they should. e.g. BMESH the new n-gons structure has a whole neat set of polygon splicing features, but can't even triangulate a mesh. And I'm going to have to add all this missing functionality myself if I want to finish this thing - but at this point I'm sick of the whole attempt. Getting Blender to work has been far worse than trying to get my head round W3D.

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