Subject: Re: W3D Blender
Posted by yesfish on Mon, 11 Feb 2013 20:57:27 GMT

Sorry I haven't been on here for a while.

Last summer my forever sketchy sleep problems became chronic. I live in the UK, healthcare is free, but it is SLOW. 4 months waiting time for a doctor to tell me that "yep, you're tired" kind of slow. With very limited waking energy to spare, life has had to come first.

So I'm thinking, if everything goes okay, in a few months I might have some time to work on it again, with an improved plan:

1) Separate the w3d interpreter part into an xml<->w3d python module that you could use in 3ds max or blender, etc. which should fix a bunch of issues and make it a general purpose tool for all modders wanting to do stuff.

2) figure out the many issues with Blender and the w3d format and get the damn thing exporting workable models.

"The sleeper must awaken!"