
Subject: Re: W3D Blender

Posted by [yesfish](#) on Thu, 09 May 2013 01:08:48 GMT

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Here is a working prototype of the xml<->w3d python module I mentioned in the last post. The purpose of being a standard library and reference for the format...

https://github.com/huwpascoe/w3d/blob/master/w3d_elem.py

Currently can only w3d->XML files. The code is much nicer than what I was doing last year but I know the format well now.

Every chunk is defined in a simple array and read with a small set of functions. Once it's done you'll be able to both use it to read-write w3d files (if you have a python project) or use it as a reference for the format.

So neat and clear!

```
{
  'name'      : 'mesh_user_text',
  'code'      : 0x0000000C,
  'attrib'    : [['', 'string']]
},
{
  'name'      : 'vertex_influences',
  'code'      : 0x0000000E,
  'subname'   : 'id',
  'subattrib' : [['', 'uint16'], ['_padding', 'uint8', 6]]
},
{
  'name'      : 'mesh_header3',
  'code'      : 0x0000001F,
  'attrib'    : [
    ['Version', 'version'],
    ['Attributes', 'uint32'],
    ['MeshName', 'name'],
    ['ContainerName', 'name'],
    ['NumTris', 'uint32'],
    ['NumVertices', 'uint32'],
    ['NumMaterials', 'uint32'],
    ['NumDamageStages', 'uint32'],
    ['SortLevel', 'sint32'],
    ['PrelitVersion', 'version'],
    ['FutureCounts', 'uint32'],
    ['VertexChannels', 'uint32'],
    ['FaceChannels', 'uint32'],
    ['Min', 'vector3'],
    ['Max', 'vector3'],
```

```
    ['SphCenter', 'vector3'],  
    ['SphRadius', 'float32']  
  ]  
},
```

Still todo:

enter and/or figure out remaining unimplemented chunks (52 left to go)
verify that I correctly guessed the format of the vaguely commented chunks
check data formats (right now everything is barfed out as a string)
XML -> w3d function
utility functions, make it a module.

I don't know when it will be finished.
