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Subject: Re: W3D Blender

Posted by [yesfish](#) on Sat, 20 Jul 2013 03:18:41 GMT

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[https://github.com/huwpascoe/w3d/blob/master/w3d\\_elem.py](https://github.com/huwpascoe/w3d/blob/master/w3d_elem.py)

The library can now do both w3d->xml and xml->w3d. I'm so happy, it can convert to and from files already without any data loss!\*

It just needs a bit of a cleanup, some testing and perhaps some detective work to verify every chunk of the format before I can declare it OK.

\*random junk left by C++ exporters that don't initialize their structs to 0 is lost.

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