
Subject: Re: W3D Blender

Posted by [yesfish](#) on Sun, 21 Jul 2013 06:07:38 GMT

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<https://github.com/huwpascoe/w3d>

This is the link to the repo itself as the last file was removed. (for some reason I can't edit previous posts)

Thank you to [saberhawk](#) for their contribution with the new shaders.

Here's what's left

No idea what to do about these

animation_channel

bit_channel

compressed_animation_channel

compressed_bit_channel

soundrojb_definition

Can't find these for some reason, will keep searching

lodmodel_header

lod

collection_header

placeholder

transform_node

texture_replacer_info

Any opinions on these?

obsolete_w3d_chunk_hmodel_aux_data

obsolete_w3d_chunk_shadow_node

I have no info on them other than what they're called, and that they're obsolete. Do these show up anywhere in westwood games at all? Should I include them?
