Subject: Re: New versions of the w3d import script and export plugin available
Posted by jonwil on Tue, 31 Dec 2013 10:10:07 GMT

Just wanted to let everyone know that I will hopefully resume working on this sometime soon (specifically the animation stuff)

If anyone has any w3d files that wont correctly import for reasons OTHER than multimaterial meshes, please let me know so I can investigate. Yes that includes files where the animation wont properly import.

Bonus points if someone can show me a file where they have an original source file which when exported to w3d and imported back into max will not correctly import the animation. (as having a source file will make it easier to get the animation to work properly)

"Wont correctly import" does include models where manual steps are required after the model is imported (in that case please specify the manual steps required so I can figure out if its possible to make the importer do that somehow)

I am not promising anything, just saying that I may have some time to work on this in the near future.