Subject: Re: Partial Ion Cannon Rings since 4.X Release
Posted by danpaul88 on Wed, 02 Jul 2014 14:10:44 GMT

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Primitives are a pain in the ass for code that wants to parse W3D files too since they have their own "special" node types that don't conform to node types of the parent document. I ran into that problem with some code I was writing that choked on chunk types of 1 which were not actually chunk types of 1 but primitive special chunks of type 1 which are entirely different data structures.

I'm not sure but I suspect they are a legacy feature which wasn't used extensively in the engine, except for a few select things like the ion stuff.