Subject: my w3d viewer has been released

Posted by jonwil on Fri, 18 Jun 2004 01:56:42 GMT

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get it from http://www.sourceforge.net/projects/rentools/

As of right now, there are no binaries, only source.
read readme.txt to see about it (because this was origonally an assignment, there are mentions of things like sample models and stuff, ignore those)

You will need OpenGL, the OpenGL Utillity Library (GLUT) and the DevIL image library in order to compile it.
It should compile on any compiler with those libraries available (possibly even linux compilers) but has been tested specificly on Visual C++.

Hopefully this code is usefull to anyone working with the W3D file format (with any luck, people wont need to go through the painstaking process I did to figure out exactly how to make stuff work right)