
Subject: w3d sdk
Posted by [deckards](#) on Tue, 28 Feb 2006 17:49:39 GMT
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Hello everyone,

I'd like to get the release of the Westwood W3D SDK, but I can't find it anywhere. Some header files are included in some of tools, but I'd like to get the unmodified release of the files if possible.
Thanks

Subject: Re: w3d sdk
Posted by [Spice](#) on Tue, 28 Feb 2006 19:13:10 GMT
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There is no SDK at the moment but you can get the most recent unmodified public tools set released by the late westwood studios here:

<ftp://ftp.westwood.com/pub/renegade/tools/RenegadeToolsInstaller2.exe>

Subject: Re: w3d sdk
Posted by [deckards](#) on Tue, 28 Feb 2006 19:24:42 GMT
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Are the w3d headers included with this tool set? I couldn't find them. I'll check again tonight, I thought they were a separate release.

Subject: Re: w3d sdk
Posted by [Aircraftkiller](#) on Tue, 28 Feb 2006 19:30:07 GMT
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I doubt it, you're looking for w3d_file.h

What do you need this for?

Subject: Re: w3d sdk
Posted by [Viking](#) on Tue, 28 Feb 2006 19:52:40 GMT
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What kind of a file name is ".h"?

Subject: Re: w3d sdk
Posted by [ben5015se](#) on Tue, 28 Feb 2006 21:19:21 GMT
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.h is a header file

Subject: Re: w3d sdk
Posted by [nopol10](#) on Wed, 01 Mar 2006 05:41:31 GMT
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.h is a header file for C or C++ programs.
They contain classes, structures and many other stuff that you don't want to stuff inside your .c or .cpp files.

Subject: Re: w3d sdk
Posted by [deckards](#) on Thu, 02 Mar 2006 17:38:18 GMT
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I'd like to write my own viewer
Was w3d_file.h the only file released by Westwood?

Subject: Re: w3d sdk
Posted by [jonwil](#) on Thu, 02 Mar 2006 23:28:23 GMT
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go to <http://www.sourceforge.net/projects/rentools/> and download my w3d viewer and other w3d things and have a play with the code (the w3d viewer is written in C and uses OpenGL).

Feel free to use whatever code you like from there as long as you comply with the licence (w3d_file.h is in there too)

Subject: Re: w3d sdk
Posted by [deckards](#) on Fri, 03 Mar 2006 11:11:02 GMT
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Thanks
