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Subject: WDump writing

Posted by [Sonarpulse](#) on Sun, 17 Jun 2012 19:10:32 GMT

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First of all, do all the fields displayed in WDump together account for all the data in a w3d file?

Regardless, I think it would be very handle of WDump allowed fields to be modified. This would be especially useful for w3ds where the source is no longer available.

Lastly, I remember two tools, w3d2xml and w3dxml that seem to export a subset of the data w3d like WDump, and the rest as binary blobs. Could that XML import-export functionality be integrated into WDump? except that all fields were imported/exported?

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Subject: Re: WDump writing

Posted by [saberhawk](#) on Sun, 17 Jun 2012 23:53:08 GMT

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Sonarpulse wrote on Sun, 17 June 2012 12:10First of all, do all the fields displayed in WDump together account for all the data in a w3d file?

No, there are chunks that wdump doesn't understand.

Sonarpulse wrote on Sun, 17 June 2012 12:10

Regardless, I think it would be very handle of WDump allowed fields to be modified. This would be especially useful for w3ds where the source is no longer available.

Yes, it would be, but changing WDump itself is highly unlikely (no source code, no prior code work done inside, and it's MFC based using Visual Studio 6)

Sonarpulse wrote on Sun, 17 June 2012 12:10

Lastly, I remember two tools, w3d2xml and w3dxml that seem to export a subset of the data w3d like WDump, and the rest as binary blobs. Could that XML import-export functionality be integrated into WDump? except that all fields were imported/exported?

I wrote those, and don't understand w3d files beyond a superficial "they are chunked files" sort of way. You could run them on objects.ddb and get much the same output. They are only really useful for isolating specific chunks inside a chunked file for additional editing.

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Subject: Re: WDump writing

Posted by [Sonarpulse](#) on Mon, 18 Jun 2012 05:10:36 GMT

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Ah OK, pity that you guys weren't given the source for that. Thanks for the feedback.

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Subject: Re: WDump writing

Posted by [danpaul88](#) on Mon, 18 Jun 2012 08:39:20 GMT

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I actually have an experimental tool that can read W3D files and allow 'known' parts of chunks to be modified and written back out to the W3D file... it was written specifically with emitters in mind to solve the whole 'line emitter properties are not saved' bug in W3dView (which has since been fixed anyway) but there's no reason it couldn't be extended to work with any W3D file.

Unfortunately I just don't have the time to work on it at the moment

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Subject: Re: WDump writing

Posted by [Sonarpulse](#) on Mon, 18 Jun 2012 18:13:24 GMT

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Oh cool! That reminds me, what modding tools do you guys have the source too. And would/could you release the source of this WIP tool?

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Subject: Re: WDump writing

Posted by [jonwil](#) on Tue, 19 Jun 2012 14:21:03 GMT

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We only have the source to the Tiberian Technologies tools, namely ddbedit.exe, fixplanes.exe, makemix.exe, mergelod.exe, tdbedit.exe, w3ddeps.exe and zorient.exe

makemix.exe and tdbedit.exe source code is in the 4.0 source download. ddbedit.exe is closed source because it contains a lot of code we would rather not release for various reasons. The other stuff (fixplanes.exe, mergelod.exe, w3ddeps.exe and zorient.exe) are closed source for reasons I don't know exactly.

We do not have source code for wdump.exe or any of the other Westwood tools.

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Subject: Re: WDump writing

Posted by [Sonarpulse](#) on Tue, 19 Jun 2012 22:48:33 GMT

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jonwil wrote on Tue, 19 June 2012 07:21 We do not have source code for wdump.exe or any of the other Westwood tools.

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Well, that explains why doing anything with LE is such a pain. Thanks for the info.

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