Subject: making a blender w3d exporter....but first....
Posted by iRRVi on Sat, 16 Jun 2007 16:32:02 GMT
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Well...as the title says I'm trying to make a W3d exporter for blender.

I'm basing it off a import script for gmax...or maybe 3ds max that I found. But i have a couple questions. Of which I have found 1 so far...in maxscript - what is #() - as noted here

```
global pivots = #();
global hlods = #();
global meshes = #();
global boxes = #();
```

thanks,
--iRRVi

(dont go yellin' at me for not searching the web...cause I did...however - sometimes i am not the best at finding stuff with google...thanks.)

Edit - I found one more question. what is up with this...and how do i represent it in python?
```
global boxcolor = point3 0 255 0
```