Subject: Re: W3D Blender
Posted by yesfish on Sun, 03 Jun 2012 14:31:31 GMT
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Now available for download. If you want to play with it and point out all the problems, you can find it at the start of the topic.

Thanks saberhawk. In light of that information, I think the best way to go is to ignore multitexture, try to load multipass and fall back to vertexlit. Some meshes seem to have materials missing so I'm thinking perhaps they don't support PRELIT_MULTIPASS.

(I bet I'll end up having to parse MULTITEXTURE though)

reborn wrote on Fri, 01 June 2012 23:31You don't just come along on May 22nd 2012 after a game has been around for so long, and just suddenly be so awesome and knowledgable.
Who are you?
Why I'm yesfish! You may remember me from jelly in such scenarios as. "Shotgun triumphs over ramjet yet again" and "flaaametaaaank~"