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.