Exporting Meshes in WoTgreal
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Date Created: 5/5/2002

WOTgreal version 2.013 can partially export meshes from the DX SDK. It's not difficult, but check your version in the Help menu and select About before trying this. The newest is 2.015, but most people have 2.014. You need 2.013 which is available on DXEditing. (2.015 may work, we haven't tried it yet.)

Once you have the right version, select the Tools menu, Export Meshes. There will be a list of packages to select. Most of the Meshes are in either DeuseExCharacters or DeusExItems. Select the appropriate package, select the Meshes you wish to export, then either go to the Export menu or use the toolbar and Export the meshes using Export Unreal 3D.

Now to find the meshes, you need to look in the appropriate package folder in the ..DeusEx folder, it should be either ..DeusEx\\DeusExCharacters or DeusEx\\DeusExItems. In the package folder you will find a meshes folder with your meshes.:)

NOTE: The WOLgreal Mesh Exporter does not export the meshes correctly for Deus Ex, but it does give you a basic framework to build on. Steve Tack is working to fix this though.

Thanks to djpaul for figuring out this works, and Bliah, DarkStalker and Steve Tack for figuring out that it only works on 2.013.