
Subject: Exporting with Blender

Posted by [mikedrys](#) on Mon, 04 Aug 2008 16:36:52 GMT

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Just to let everyone know. I am using Vista and chose the option of using the application data directory when installing Blender. After updating the x3d_export script my models were not passing the validation process on the site. So, I reinstalled Blender and chose the use the installation directory option and now everything works perfectly. Hopefully no one else was experiencing this problem, but just in case, there it is.

This is a great service. Thanks for providing it for us.

Mike out

Subject: Re: Exporting with Blender

Posted by [Sammaron](#) on Fri, 08 Aug 2008 13:13:16 GMT

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i was having trouble with this too, but on my XP desktop. i'll try using my vista laptop soon. Were you using 2.46?
