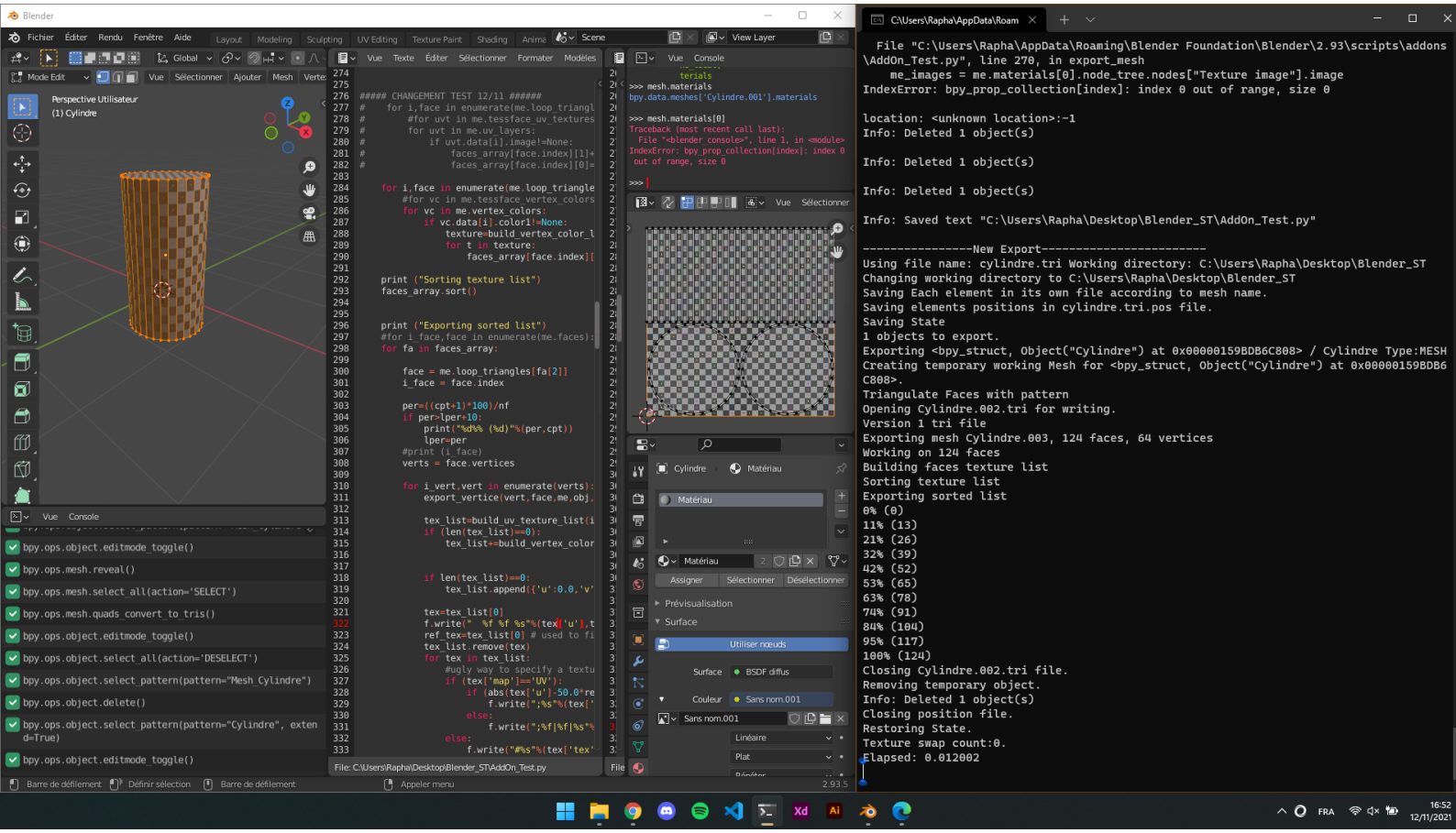
AVANCEMENT SCRIPT IMPORT/EXPORT .TRI DANS BLENDER 2.80+

>> Je réussis à exporter en fichier .tri seulement après avoir créée le maillage UV à la main comme décrit sur la procédure du scénario précédent.

Voici le résultat :



Pour ce cylindre j'obtiens, le fichier suivant :

```
1
+0.000000 +0.402217 +0.796728  +0.093051 +0.995661 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.082696 +0.394488 -0.796728  +0.093051 +0.995661 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.000000 +0.402217 -0.796728  +0.093051 +0.995661 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.082696 +0.394488 +0.796728  +0.276610 +0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 +0.371600 -0.796728  +0.276610 +0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.082696 +0.394488 -0.796728  +0.276610 +0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 +0.371600 +0.796728  +0.452335 +0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 +0.334431 -0.796728  +0.452335 +0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 +0.371600 -0.796728  +0.452335 +0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 +0.334431 +0.796728  +0.614407 +0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 +0.284410 -0.796728  +0.614407 +0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 +0.334431 -0.796728  +0.614407 +0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 +0.284410 +0.796728  +0.756354 +0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 +0.223460 -0.796728  +0.756354 +0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 +0.284410 -0.796728  +0.756354 +0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 +0.223460 +0.796728  +0.871275 +0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 +0.153922 -0.796728  +0.871275 +0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 +0.223460 -0.796728  +0.871275 +0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 +0.153922 +0.796728  +0.952510 +0.304507 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 +0.078469 -0.796728  +0.952510 +0.304507 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 +0.153922 -0.796728  +0.952510 +0.304507 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 +0.078469 +0.796728  +0.994656 +0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.423885 -0.000000 -0.796728  +0.994656 +0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 +0.078469 -0.796728  +0.994656 +0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.423885 -0.000000 +0.796728  +0.994656 -0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 -0.078469 -0.796728  +0.994656 -0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.423885 -0.000000 -0.796728  +0.994656 -0.103243 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 -0.078469 +0.796728  +0.952510 -0.304506 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 -0.153922 -0.796728  +0.952510 -0.304506 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.415740 -0.078469 -0.796728  +0.952510 -0.304506 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 -0.153922 +0.796728  +0.871275 -0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 -0.223460 -0.796728  +0.871275 -0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.391619 -0.153922 -0.796728  +0.871275 -0.490795 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 -0.223460 +0.796728  +0.756354 -0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 -0.284410 -0.796728  +0.756354 -0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.352448 -0.223460 -0.796728  +0.756354 -0.654163 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 -0.284410 +0.796728  +0.614407 -0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 -0.334431 -0.796728  +0.614407 -0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.299732 -0.284410 -0.796728  +0.614407 -0.788989 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 -0.334431 +0.796728  +0.452335 -0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 -0.371600 -0.796728  +0.452335 -0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.235498 -0.334431 -0.796728  +0.452335 -0.891848 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 -0.371600 +0.796728  +0.276610 -0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.082696 -0.394488 -0.796728  +0.276610 -0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.162214 -0.371600 -0.796728  +0.276610 -0.960982 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
+0.082696 -0.394488 +0.796728  +0.093051 -0.995661 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
-0.000000 -0.402217 -0.796728  +0.093051 -0.995661 +0.000000  0.000000 0.000000 rgb(0.6,0.6,0.6)
```

Le fichier .tri associé est à retrouver dans le wiki.