

INTRODUCTION

Hello everyone!

First of all I want to say that developing wow.export has been a labor of love over the past six or so years. Not only has it been a challenge to myself and a massive learning experience, but it's also been amazing seeing all of the projects that people have created using it, from cosplay to 3D printed models, fan games, all the way to official MDI trailers used by Blizzard.

Before you panic, wow.export isn't going anywhere. Myself (Kruithne) and Marlamin have both committed to keeping the project alive and functioning as new updates to World of Warcraft come out, and maintaining the servers that power it. That will continue to be the case for as long as it remains possible.

With that being said, there's been a lot of things "in the works" for a long time now, including but not limited to animation support, character models, etc. As it stands at this moment in time, there are no longer plans to continue development on new features moving forward.

THE WHY

When I first started getting into 3D projects for World of Warcraft, there was a tool named WoW Export Tool by Marlamin, which I began contributing new features to. My passion for the project grew quickly and I wanted to take it to the next level, so I convinced Marlamin that we should, and made wow.export as a proof-of-concept, which quickly superseded the original project.

From there, we've worked constantly over the better part of a decade to bring you wow.export, through countless technical hurdles and game format changes. This has been running alongside wow.tools, Marlamin's hub of WoW-related projects.

About a year or so ago, Marlamin decided for their own reasons (although lack of motivation for the project was one) to dramatically reduce the operations of wow.tools. This had limited impact on wow.export as a project, and we continued as normal.

Forward to today, and I have to be honest and admit that my drive and passion for the project has dried up. I'm in a completely different place personally from when I started the project; I've gone from having mountains of free time, to working a full-time job as a tech lead which requires all hours. I'm also not playing World of Warcraft anymore, and haven't done so for a year or two at this point (I don't even know the name of the latest expansion.. dragons?).

I've tried to reignite some motivation for the project, with talks of a new engine and better this-or-that, but if we're being completely honest, I think the ship has sailed for me and I'd rather move on to new projects.

THE PEOPLE

I understand that this isn't good news for people, but I don't see it as "bad news", per se. There's a whole community built primarily around wow.export on Discord, and to this day is still active in posting constant updates on projects built using wow.export, and I'd hate to see that change.

As I said in the opening, we're not going to abandon wow.export. We're not turning off the lights and running away. The project will continue pretty much the same as it has for the last however many months - maintained, but not actively developed.

I think almost everyone working on their own projects in the community is comfortable with their own workflows, either with custom tools they've developed or whatever workarounds they've figured out to get what they want. We're not taking anything away, other than the constant hope that GLTF support is coming.

PATREON

Some of you may be aware that I have a Patreon; and that will continue! While I haven't been super active posting guides, there is still a wealth of content available on there (especially for people starting out), and I'd like to keep that available as it is.

The money from my Patreon goes directly to funding the hosting and server operations for wow.export, and that won't change. We're keeping the lights on and the servers running, so the support via Patreon is still greatly appreciated to make that happen.

The related Discord channels will remain too, and I'll still be fielding any questions I can in those.

OPEN SOURCE

While I'm taking a step back from active development, the project will still remain under my wing. Since it's open-source, and has been from the beginning, anyone is more than welcome to take it upon themselves to carry the torch forward and contribute to the project.

If you feel the burning urge to see the shiny features we always hoped for added in, PRs are still always welcome and will be code-reviewed, merged and we'll ship the updates.

As it stands currently, I have no intentions of passing the project to a new owner, primarily because I do not want to risk any new party taking over the project from jeopardizing the trust we've built over the years. I would never forgive myself if the project changed hands and suddenly had adverts or worse shoved down the pipes to you all. So, we remain in control of the keys, and we probably always will.

CLOSING NOTES

So, in summary. I'm taking a step back from active development. Myself and Marlamin will continue to update wow.export for security reasons or if minor changes happen to the game.

The Discord will remain open and I encourage everyone to continue sharing their projects as they always have done.

My Patreon will remain to support the on-going server costs of wow.export so the project stays alive and working, as well as provide access to all the guides/goodies on there.

I'm not disappearing either. I'll still be active on Discord, but probably tinkering with some other project or maybe finally relaxing into a game after work.

Thank you again for all of the support over the years.
Don't be strangers!