Subject: Gmax's W3D Importer beta test team
Posted by Anonymous on Mon, 14 Oct 2002 01:12:00 GMT
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quote:Originally posted by npsmith82:Nice concept.This is the first time i've heard of this application you've been working on.Does this mean that anyone with the XCC Mixer will be able to extract the W3D objects from a map and use them elsewhere?Surely map makers will be a little annoyed knowing that any new objects/terrain that they include in their map could be extracted, edited and used by everyone? More than likely without asking for permission or giving the author credit.   - Yes it does mean that- It has been considered, and authors will have the option to lock and authenticate their works.   --- quote:Originally posted by Steven Denman:thats why it wont be publicly available !Wrong, It will be released to Public once it has passed all tests.   Abjab [October 14, 2002, 01:14: Message edited by: Abjab]