Subject: useing models from other CnC games
Posted by General Havoc on Thu, 27 Mar 2003 22:47:36 GMT
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XCC version 1.25 seems to work for me now. The only version since 1.21 that has worked on my PC also you can stop the new version from scanning your system fro the files (the thing that normally crashes XCC). There is another program to extract the files from C&C Genereals called BIGpop that will open the BIG files.

Renegade was the first C&C game to use a 3D engine for the graphics so only Renegade and Generals use W3D files. As JWP said TS and RA2 use Voxels (Volume Pixels) as things like vehicles

_General Havoc