
Subject: Re: EA promises to release an updated software development kit
Posted by [Stumpy](#) on Sun, 24 Sep 2006 11:50:54 GMT

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its out now:

http://files.ea.com/downloads/eagames/official/bfme2/BFME2_ModSDKv2.exe

Quote:

Official BFME II / C&C Mod SDK

UPDATED!!!

Version 1.01

9/22/06

- * Added the option to export terrains for Command & Conquer: Renegade

- * Added the AABox option to W3D Tools dialog

- * Added example Dazzle.ini file into the 3dsmax7/plugins directory, which enables the Dazzle option in the W3D Tools dialog. Renegade modders will probably want to replace that file with the Dazzle.ini file that came with their original version of Renegade.

>>>Click here to download Mod SDK v1.01 (32mb)<<<

(Be sure to read the Read Me file after installing)

...SERVING THE COMMUNITY...

Behold, the one RTS Mod SDK to rule them all is here! This Mod SDK contains much more power than meets the eye and for all aspiring 'modders' out there, it will provide you with some extremely useful developer tools to greatly enhance the production of your mod projects for The Lord of the Rings™ and the more recent Command & Conquer™ RTS games. We are extremely excited to see the new models and art practices, as well as open the door to easier production processes for community 'modders'.

The Mod SDK currently consists of these pieces:

- * 3DS Max 7 Autodesk plugin

- * W3D Viewer

- * Asset Cache Builder

- * Extensive Support Documentation for various parts of the 3DS Max plug-in and W3D Viewer

- * Tutorials on our in-house art creation processes and rules for models and maps