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Subject: Re: C&C 3 Renegade Mod

Posted by [OWA](#) on Sat, 03 Mar 2007 20:18:16 GMT

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Jeep Rubi wrote on Sat, 03 March 2007 16:38I was going to do a mod just ripping the models out of c&c3, and since I thought they were still .w3d, I thought it would be easy. If someone can find a way to rip models out of c&c3 and import them into max, tell me and ill get to work on a mod. Of course, the models could then be redone, but having the stuff ingame would let you do balancing and all that stuff even before you get the new models.

I'm sure that if you bug Nameme99 enough he'll adopt you into his Moddb page to prevent multiple mods sparking up.

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