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Subject: Max to W3D Exporter!

Posted by [Aircraftkiller](#) on Sat, 21 Jan 2006 20:50:46 GMT

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<http://www.apathbeyond.com/forum/index.php?act=ST&f=5&amp;t=7737>

Due to the massive effort of Silent Kane, we now have an operational Westwood 3D exporter for 3D Studio Max.

Expect this to increase productivity at least 200% due to gMax being cut out of the picture. This may be available for sale to other projects in the C&C community, prices will be negotiable but not for less than \$75.

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Subject: Re: Max to W3D Exporter!

Posted by [idebo](#) on Sat, 21 Jan 2006 20:57:25 GMT

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Though I don't model or do 3D of any kind. Silent Kane has done another awesome job!

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Subject: Re: Max to W3D Exporter!

Posted by [WNxCABAL](#) on Sat, 21 Jan 2006 21:01:05 GMT

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Well Done SK!

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Subject: Re: Max to W3D Exporter!

Posted by [z310](#) on Sat, 21 Jan 2006 21:09:59 GMT

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Great!

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Subject: Re: Max to W3D Exporter!

Posted by [icedog90](#) on Sat, 21 Jan 2006 21:48:52 GMT

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Yesss..... no more Gmax. But I have no cash. :/

I wish the community would share a little more.

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Subject: Re: Max to W3D Exporter!  
Posted by [Renardin6](#) on Sat, 21 Jan 2006 23:00:18 GMT  
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well maybe another idea for this:

Free for Renegade community once you have sold it to all Generals - Lotrbfme people.

As we all know that only 2 renegade mods would need it. (reborn+swmod)

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Subject: Re: Max to W3D Exporter!  
Posted by [Mad Ivan](#) on Sat, 21 Jan 2006 23:12:25 GMT  
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Good job, SK!

icedog90 wrote on Sat, 21 January 2006 16:48Yesss..... no more Gmax. But I have no cash. :/

I wish the community would share a little more.

same here... :/

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Subject: Re: Max to W3D Exporter!  
Posted by [Aircraftkiller](#) on Sat, 21 Jan 2006 23:17:28 GMT  
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I wish the community would donate to us a little more, since we're in dire need of computer upgrades and accessories. I don't see that happening, so if this is ever sold it'll be the way we end up getting the donations we need to continue working efficiently.

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Subject: Re: Max to W3D Exporter!  
Posted by [Mad Ivan](#) on Sat, 21 Jan 2006 23:38:06 GMT  
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ummm, i dont get it, why didnt you put some google ads on the forums as well and make a news-post that if people click on the ads-you get money for upgrades, thus can finish the mod faster.

Revora got their hosting cash that way.

If its up to me, i`ll click on them a few times a day (starting now).I cant wait to check the mod out as soon as possible.

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Subject: Re: Max to W3D Exporter!  
Posted by [Aircraftkiller](#) on Sat, 21 Jan 2006 23:46:53 GMT  
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We were only able to implement those advertisements recently (GameSpy hosting does not allow making money off the website) with the move to n00bstories.com, and even with them installed people rarely click on them.

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Subject: Re: Max to W3D Exporter!  
Posted by [Mad Ivan](#) on Sat, 21 Jan 2006 23:52:50 GMT  
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integrate them in the forum and simply make an announcement, that if people click on the ads, they'll get the mod earlier.

Put one banner at the top of the forum and a button at the bottom of the forum.

Keep in mind, that will also show you how much real fans you've got

Also, try the new AdSense "FireFox+GoogleBar" Ads. They can give you some pretty nice income as well.

EDIT:

Almost forgot. Putting the ad on the forum will also make them rotate.

Eg. depending on the topic, the ads will be different. GoogleAds collect info on what to display from what you are viewing. So they will be related as closely as possible to the topic that the user is viewing

PS. Sorry for the bad English, had a tad too much beer

You don't wanna read/hear my Bulgarian at times like these

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Subject: Re: Max to W3D Exporter!  
Posted by [icedog90](#) on Sat, 21 Jan 2006 23:55:03 GMT  
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Hehe, smart idea.

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Subject: Re: Max to W3D Exporter!  
Posted by [Mad Ivan](#) on Sat, 21 Jan 2006 23:58:29 GMT  
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Edited my last post.

I know this stuff about ads, since i was staff at Revora for a short time

And you arent lieing (spelling?) about anything, since better hardware/software will "increase

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productivity" and thus increase speed

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Subject: Re: Max to W3D Exporter!  
Posted by [WNxCABAL](#) on Sun, 22 Jan 2006 00:52:26 GMT  
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Mad Ivan wrote on Sat, 21 January 2006 23:52  
Almost forgot. Putting the ad on the forum will also make them rotate.

Eg. depending on the topic, the ads will be different. GoogleAds collect info on what to display from what you are viewing. So they will be related as closely as possible to the topic that the user is viewing

Yea, we have the same thing on our Warrior Nation Forum.  
And it does work!

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Subject: Re: Max to W3D Exporter!  
Posted by [jonwil](#) on Sun, 22 Jan 2006 03:18:07 GMT  
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What exactly does this do in terms of features?  
Same features as the westwood GMAX plugin?  
Any extra features? (e.g. support for prelight lightmap data)  
Or is the only advantage that this is for 3DS max vs gmax?

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Subject: Re: Max to W3D Exporter!  
Posted by [PaRaDoX](#) on Sun, 22 Jan 2006 03:31:23 GMT  
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[edit]Well nm[edit]

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Subject: Re: Max to W3D Exporter!  
Posted by [Napalmic](#) on Sun, 22 Jan 2006 04:02:03 GMT  
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idjit626 wrote on Sat, 21 January 2006 19:24 Actully shoudent it be illegal to charge money for it I mean isent .W3D file format EA's property!?

No, only if you made a new game from the W3D engine for profit, then would even anything like that occur, yeah? But in this case, it's more within the realm of intellectual property that Silent

Kane coded himself. If people choose to pay for other software to make the work easier, it's their choice, not EA's. I mean surely, you wouldn't want to pay EA for exclusive rights to use Renegade Public Tools, would you now? I think not.

I think it's fair. Besides, it doesn't HINDER you the ability to convert to W3D through gmax, the free and foremost method. Though, it would be nice if things like this were free, like nearly everything else in the Renegade community, other than cheaters paying RenGuard \$20 to get out of trouble lol.

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Subject: Re: Max to W3D Exporter!  
Posted by [YSLMuffins](#) on Sun, 22 Jan 2006 04:14:54 GMT  
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3DSMax isn't free anyway. I don't see the big deal about charging for plugins for it.

Awesome work SK!

---

Subject: Re: Max to W3D Exporter!  
Posted by [Viking](#) on Mon, 23 Jan 2006 17:03:47 GMT  
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"We recommend you to be patient, because Electronic Arts will be releasing an updated Max -> W3D exporter with the Battle For Middle Earth 2 SDK by the next month or March. EA will not charge a single cent for that SDK, unless it comes in the game box. "

Says that on PPM homepage?

---

Subject: Re: Max to W3D Exporter!  
Posted by [WNxCABAL](#) on Mon, 23 Jan 2006 17:15:14 GMT  
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If EA was to release a plug in like this, they would have done it when Renegade was released. I honestly doubt they'd release one now!

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Subject: Re: Max to W3D Exporter!  
Posted by [Kamuix](#) on Mon, 23 Jan 2006 17:35:45 GMT  
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I'd start using this utility once I get 3dsmax. I keep registering for the trial but my email never seems to get sent to me .

Subject: Re: Max to W3D Exporter!  
Posted by [phlakaton](#) on Mon, 23 Jan 2006 23:14:27 GMT  
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selling the w3d exporter? you better be careful doing those things. people watch these forums and if you make a cent dont expect to get away with profiting from it. dont be an idiot. it's not yours to sell.

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Subject: Re: Max to W3D Exporter!  
Posted by [Aircraftkiller](#) on Mon, 23 Jan 2006 23:26:46 GMT  
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Of course it is, we made it. It's not the one you used at Westwood. It's a completely stand-alone version, and it's no different from Ultimate Unwrap 3D having W3D import support. You can charge for programs that work with games, otherwise companies like Maple3D ([www.maple3d.com](http://www.maple3d.com)) would not be selling their Game Level Builder for BSP engines.

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Subject: Re: Max to W3D Exporter!  
Posted by [phlakaton](#) on Mon, 23 Jan 2006 23:44:43 GMT  
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roll the dice. you'll need to prove the base code is totally different and seperate from any of the other stuff.

---

Subject: Re: Max to W3D Exporter!  
Posted by [Aircraftkiller](#) on Mon, 23 Jan 2006 23:46:07 GMT  
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Having compared both there's hardly anything that resembles the original.

---

Subject: Re: Max to W3D Exporter!  
Posted by [phlakaton](#) on Tue, 24 Jan 2006 00:51:49 GMT  
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I need to post 44.6x to match the amount of post you put up. Holy shite.

---

Subject: Re: Max to W3D Exporter!  
Posted by [Aircraftkiller](#) on Tue, 24 Jan 2006 01:19:31 GMT  
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Then post more often!

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Subject: Re: Max to W3D Exporter!  
Posted by [Kamuix](#) on Tue, 24 Jan 2006 01:29:40 GMT  
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But he has the highest posts overall.

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Subject: Re: Max to W3D Exporter!  
Posted by [icedog90](#) on Tue, 24 Jan 2006 01:41:10 GMT  
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I'm pretty high up there, but I'm not trying to be the top.

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Subject: Re: Max to W3D Exporter!  
Posted by [Ghost Assassin](#) on Tue, 24 Jan 2006 13:12:22 GMT  
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Ack, Renegade is having trouble already. People who make maps and mods and stuff keep Renegade alive. You are only killing Renegade keeping the things we need to spark a Revolution. Oh yea, BTW, \$75? Get a freaking life dude.

---

Subject: Re: Max to W3D Exporter!  
Posted by [Chronojam](#) on Tue, 24 Jan 2006 16:47:06 GMT  
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Would this life you refer to include a job that gave more than \$75 per paycheck?

You know, we did offer to merge with Reborn earlier. Just reminding anybody who's keeping track.

---

Subject: Re: Max to W3D Exporter!  
Posted by [Oblivion165](#) on Tue, 24 Jan 2006 18:31:35 GMT  
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Chronojam wrote on Tue, 24 January 2006 11:47Would this life you refer to include a job that gave more than \$75 per paycheck?

You know, we did offer to merge with Reborn earlier. Just reminding anybody who's keeping track.

Just because you think that would help doesnt bring anything to the community.

The total value of the whole thing is worth 1 Export, 1 Import, 1 Texture Apply.

This whole thing is just a slap in the face to everyone who puts hours and hours into the

---

community to help others, for nothing other than self-satisfaction.

To think if I charged people for all the video tutorials and all the RenHelp tutorials and constant "Live" help I give on instant messengers. All the times ive reviewed someone else's work and debugged their error's, taught them step per step how they can learn from the experiance.

Alot of people would be short changed right about now.

Bah, not even just me, think of where we would be if JonWil started doing this crap....

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**Subject: Re: Max to W3D Exporter!**

Posted by [Aircraftkiller](#) on Tue, 24 Jan 2006 19:03:45 GMT

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Oblivion: What the fuck have you really done for Renegade? I've been around since before it was released. I was there helping shape the game to have features it has today, (Along with the other beta testers) things people are unlocking and being able to work with now. I was there for the flying beta, I created Glacier Flying and had it added to the 1.035 and 1.036 patches, and have made over 40 Renegade levels with my own level tutorial. I've given away tons of help, worked on the most successful total conversion project that C&C will ever see in its entire lifetime, donated my time and energy to respond to massive amounts of e-mails asking how to work with gMax and LevelEdit, and I take my time out to respond to a special forum on C&C Den about Renegade editing in particular.

I've given away more of my time in the four years I've been around this game than you could possibly have done. So you know what? It's a fucking slap to MY FACE when just a small return on some of our work would be your way of both getting something great to work with and a way to support our team for once.

---

**Subject: Re: Max to W3D Exporter!**

Posted by [Dan](#) on Wed, 25 Jan 2006 11:19:39 GMT

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How many people have purchased the plugin thus far? I really doubt you'll get many people buy it to be honest. There just aren't really enough people creating stuff for renegade, and most people probably still use GMax. Plus, I doubt people would pay for a plugin for 3DS Max, just for an outdated engine with a diminishing player base for such a high price. Why did you make the price a minimum of \$75?

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**Subject: Re: Max to W3D Exporter!**

Posted by [Goztow](#) on Wed, 25 Jan 2006 12:16:24 GMT

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This reminds me of the post someone made not long ago about the fact he was creating his own



irc-bot for renegade .

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Subject: Re: Max to W3D Exporter!

Posted by [WNxCABAL](#) on Wed, 25 Jan 2006 12:17:32 GMT

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If I had some extra money I'd buy it!

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Subject: Re: Max to W3D Exporter!

Posted by [Oblivion165](#) on Wed, 25 Jan 2006 19:14:27 GMT

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Aircraftkiller wrote on Tue, 24 January 2006 14:03Oblivion: What the fuck have you really done for Renegade? I've been around since before it was released. I was there helping shape the game to have features it has today, (Along with the other beta testers) things people are unlocking and being able to work with now. I was there for the flying beta, I created Glacier Flying and had it added to the 1.035 and 1.036 patches, and have made over 40 Renegade levels with my own level tutorial. I've given away tons of help, worked on the most successful total conversion project that C&C will ever see in its entire lifetime, donated my time and energy to respond to massive amounts of e-mails asking how to work with gMax and LevelEdit, and I take my time out to respond to a special forum on C&C Den about Renegade editing in particular.

I've given away more of my time in the four years I've been around this game than you could possibly have done. So you know what? It's a fucking slap to MY FACE when just a small return on some of our work would be your way of both getting something great to work with and a way to support our team for once.

I stated my information above.

Ive asked you questions and ive never even got a reply, not even a no comment. I have never done that in the entire history of my renegade history. All you do is bitch, and if you dont remember we voted you off of the forums, if I remember correctly I wasnt.

People don't mod games for money, they do it for practice, self expression, or just because they enjoy it. It should never even cross your mind to think that by modding a \$2.99 game that you will earn some money. You should be thinking "Ill make a landmark for myself if I can accomplish this." or "The people in the community will be really pleased."

Its your business, but in alot of ways its all of ours.

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Subject: Re: Max to W3D Exporter!

Posted by [reborn](#) on Wed, 25 Jan 2006 19:18:16 GMT

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What are the conditions? If I bought it could I distribute it?

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Subject: Re: Max to W3D Exporter!

Posted by [Aircraftkiller](#) on Wed, 25 Jan 2006 20:10:06 GMT

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Quote:

Ive asked you questions and ive never even got a reply, not even a no comment. I have never done that in the entire history of my renegade history.

When you lead a total conversion project, work 40 hours a week, create levels and textures for the game, write up tutorials and donate your time to an editing forum at C&C Den - the most popular site in the entire C&C community - you can attack me after that. Until you've done what I have, and still continue to do, I suggest you shut up. I haven't got all the time in the world to answer every question sent at me, but I do my best.

Quote:People don't mod games for money, they do it for practice, self expression, or just because they enjoy it. It should never even cross your mind to think that by modding a \$2.99 game that you will earn some money. You should be thinking "Ill make a landmark for myself if I can accomplish this." or "The people in the community will be really pleased."

Modifying a game for money does not mean you're totally unable to purchase tools for money. Stop bitching and get a job.

Quote:Its your business, but in alot of ways its all of ours.

Then make your own exporter.

Quote:What are the conditions? If I bought it could I distribute it?

Of course not! That's no different from piracy. It's not being sold anyhow due to the claims of piracy from other websites. We'll be keeping it to ourselves for an undetermined amount of time.

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Subject: Re: Max to W3D Exporter!

Posted by [Sir Phoenixx](#) on Wed, 25 Jan 2006 20:14:18 GMT

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I'm pretty sure the intention was that basically it's \$75 for a mod team to use the tool, if the team happened to only consist of one person that would use it, then it would be \$75 per person. If the mod team consisted of like 5 people that would use it, then it's only \$15 per person. The more modelers and mappers a team has, the cheaper it would be per person.

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Subject: Re: Max to W3D Exporter!  
Posted by [YSLMuffins](#) on Wed, 25 Jan 2006 21:13:52 GMT  
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If it's not being released then I see no reason for this topic to continue.

I'll bump it in a few days.

Edit: And 3dsmax is over \$3000! \$75 is chump change compared to that! Geesh.

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