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Subject: EA promises to release an updated software development kit

Posted by [Goztow](#) on Fri, 08 Sep 2006 07:59:07 GMT

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Update: the promised Renegade SDK has been released now! Find it here:

[http://files.ea.com/downloads/eagames/official/bfme2/BFME2\\_M odSDKv2.exe](http://files.ea.com/downloads/eagames/official/bfme2/BFME2_M odSDKv2.exe)

(thanks UESir28)

EA has promised to release a new Renegade SDK that may include a repaired toolset with some of the bugs removed from LevelEdit. For those of you who have no idea what an SDK is, it stands for 'software development kit', or 'devkit' for short. In the case of the Renegade SDK, it is a set of development tools that helps out those who want to mod that game.

Source: <http://www.cncden.com/index.php?action=fullnews&showcomments=1&id=566>

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Subject: Re: EA promises to release an updated software development kit

Posted by [light](#) on Fri, 08 Sep 2006 10:58:57 GMT

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Link?

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Subject: Re: EA promises to release an updated software development kit

Posted by [Stumpy](#) on Fri, 08 Sep 2006 11:00:31 GMT

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its not out yet(this weekend) and they said it only fixes things that some other people already have fixed.

Goztow add the source next time

<http://www.cncden.com/index.php?action=fullnews&showcomments=1&id=566>

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Subject: Re: EA promises to release an updated software development kit

Posted by [Goztow](#) on Fri, 08 Sep 2006 11:13:57 GMT

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Sorry, forgot about the source indeed. i added it now.

As said: they promised to do so this week. So you can expect it in a couple of weeks, probably.

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Subject: Re: EA promises to release an updated software development kit

Posted by [Teh-Pwnerer](#) on Sat, 09 Sep 2006 00:12:53 GMT

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I am surprised EA even cares about renegade anymore

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Kamuix](#) on Sat, 09 Sep 2006 02:19:39 GMT

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They don't, i don't think they ever did lol.

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Subject: Re: EA promises to release an updated software development kit  
Posted by [LR01](#) on Sat, 09 Sep 2006 11:12:18 GMT

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I am surprised EA still knew about Renegade

(why would EA do anything for Renegade, are you sure this is EA, ore is it a fan?)

but if it is really helpful, I will thank EA for it

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Subject: Re: EA promises to release an updated software development kit  
Posted by [icedog90](#) on Sun, 10 Sep 2006 07:31:24 GMT

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unbelievable news.

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Subject: Re: EA promises to release an updated software development kit  
Posted by [futura83](#) on Wed, 13 Sep 2006 21:37:46 GMT

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ill beleive it when i see it

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Goztow](#) on Thu, 14 Sep 2006 07:08:22 GMT

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Well, their promise of looking into it last weekend is broken already .

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Subject: Re: EA promises to release an updated software development kit

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Posted by [Aprime](#) on Sun, 17 Sep 2006 03:19:27 GMT

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Thing of it as Saberhawk's modification for the last release of the SDK, but by EA.

Nothing special, seriously.

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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](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

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Subject: Re: EA promises to release an updated software development kit  
Posted by [jnz](#) on Tue, 26 Sep 2006 00:13:44 GMT  
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them tools arnt so good

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Subject: Re: EA promises to release an updated software development kit  
Posted by [icedog90](#) on Tue, 26 Sep 2006 00:55:24 GMT  
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at least they're aware of us.

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Subject: Re: EA promises to release an updated software development kit  
Posted by [jnz](#) on Tue, 26 Sep 2006 12:02:06 GMT  
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i suppoze at least they have done somthing. i may even use the 3dsmax plugin

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Subject: Re: EA promises to release an updated software development kit  
Posted by [carlyle](#) on Tue, 26 Sep 2006 16:17:06 GMT  
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EA should look at why we still play renegade after all those years  
and figure out what they are doing wrong in their new games  
already :S

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Subject: Re: EA promises to release an updated software development kit  
Posted by [futura83](#) on Tue, 26 Sep 2006 21:24:47 GMT  
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oddly enough, it is prob as popular as it is cos it's the only C&C FPS.

if ea released another, better one, this game would die inevitably.

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Ryu](#) on Wed, 27 Sep 2006 20:06:08 GMT

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Ryu](#) on Thu, 28 Sep 2006 00:57:32 GMT

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I couldnt edit my last post, So don't blame me for double posting,

After I installed it, I opened Level edit to fiddle around with it ^\_^

And this happened, no way to fix it

I think a Restart should fix it tho

This is just a head's up

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Subject: Re: EA promises to release an updated software development kit  
Posted by [LR01](#) on Thu, 28 Sep 2006 15:21:02 GMT

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mmm...

I thoug I only had that,

just click on a other tab and then klick it back, it should work

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Ryu](#) on Thu, 28 Sep 2006 19:36:32 GMT

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Yea, that's what I usually do, But that didn't help

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Subject: Re: EA promises to release an updated software development kit  
Posted by [LR01](#) on Fri, 29 Sep 2006 14:07:21 GMT  
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Is it still there?

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Subject: Re: EA promises to release an updated software development kit  
Posted by [Ryu](#) on Fri, 29 Sep 2006 18:35:07 GMT  
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I havnt started LE yet lol, been busy past 2 days

Ill give it a try later, Mabey a restart fixed it

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Subject: Re: EA promises to release an updated software development kit  
Posted by [LR01](#) on Sat, 30 Sep 2006 08:03:34 GMT  
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I hope it for you

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Subject: Re: EA promises to release an updated software development kit  
Posted by [TTHERO](#) on Sat, 30 Sep 2006 16:56:28 GMT  
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whats up with the name BFME II? u know bfme II stands for battle for middle earth ???

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Subject: Re: EA promises to release an updated software development kit  
Posted by [LR01](#) on Sat, 30 Sep 2006 18:23:00 GMT  
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yes, but since it uses W3D to, you will be able to use it for Generals and Renegade to

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Subject: Re: EA promises to release an updated software development kit  
Posted by [danpaul88](#) on Sat, 30 Sep 2006 20:38:41 GMT  
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TTHERO wrote on Sat, 30 September 2006 17:56whats up with the name BFME II? u know bfme II stands for battle for middle earth ???

The tools are just modified versions of those used in BFME2....

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Subject: Re: EA promises to release an updated software development kit

Posted by [TTHERO](#) on Mon, 02 Oct 2006 08:19:15 GMT

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oh ok lol

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