
Subject: Ripping cnc3 models

Posted by [AoBfrost](#) on Sat, 01 Sep 2007 04:50:25 GMT

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Does anyone know how to rip cnc3 models with textures? I'm not sure and dint find anything on google to be much of use, if you do, could you please rip me a juggernaught and a predator tank, I need them in 3dsmax so i can make a template to make a action figure out of, i have the tool where once you have a 3d model, it can make a template, i've used it a few times, making a jugg would be cool, thanks if anyone replies.

Subject: Re: Ripping cnc3 models

Posted by [crazfulla](#) on Sat, 01 Sep 2007 11:00:12 GMT

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Similarly to ripping Generals ones I woudl imagine? I wouldn't know how, but I know it's been done. Have you tried here yet? Was done for the Scudstorm mod however they were extremely poor quality.

Subject: Re: Ripping cnc3 models

Posted by [AoBfrost](#) on Sat, 01 Sep 2007 16:51:17 GMT

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I'll play around, I'm sure the models are somewhere in a .big file somewhere in a folder on cnc3, if i fail, i saw a person who added avatars to the sims or whatever game, so I could ask him how he did it, cause he has tiberium grass, a harvester car and all that, plus I have read another person claiming they did it too, but no SS's so i'll find out somehow.

Subject: Re: Ripping cnc3 models

Posted by [Slave](#) on Sat, 01 Sep 2007 17:10:48 GMT

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Remember this tool? Was posted a while ago on these forums. Might work. dx ripper

Subject: Re: Ripping cnc3 models

Posted by [AoBfrost](#) on Sun, 02 Sep 2007 15:30:20 GMT

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Well i need the files in .3ds format but my demo of 3dsmax 7 just expired D:

Slave or anyone, if you have 3dsmax is it possible if i post the .3dr files you can convert them to .3ds for me? you need 3d ripper DX to be able to import .3dr files. the rest I could edit in gmax because gmax can import .3ds, all i need is the juggernaught and predator tank, no terrain.

Subject: Re: Ripping cnc3 models
Posted by [jamiejrg](#) on Sun, 02 Sep 2007 18:30:59 GMT
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Slave wrote on Sat, 01 September 2007 12:10Remember this tool? Was posted a while ago on these forums. Might work. dx ripper

I was just thinking about that. It should work.

Jamie

Subject: Re: Ripping cnc3 models
Posted by [JeepRubi](#) on Sun, 02 Sep 2007 19:27:47 GMT
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Even if you rip all the models out, there is still no way to import w3x files, DX ripper is the best way to go.

Subject: Re: Ripping cnc3 models
Posted by [AoBfrost](#) on Tue, 11 Sep 2007 01:45:49 GMT
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Ah finally i got it working with 3ds max 8 trial

Thanks guys for the help, just a quick question, how would i make 3d models show it's texture when i am editing? it seems easier for me to see things in their natural state rather than everything in a light blue color.

Subject: Re: Ripping cnc3 models
Posted by [Zion](#) on Tue, 11 Sep 2007 11:39:45 GMT
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I'd predict that this ripper doesn't know how to take the textures of things either, which means you have to texture everything again.

Subject: Re: Ripping cnc3 models
Posted by [AoBfrost](#) on Tue, 11 Sep 2007 13:07:00 GMT
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Well the ripper does extract textures, but not in a form I know how to use, because in their tutorial online which isnt very detailed, it shows a games models all in similar colours, like reds and blues and yellows, then when rendered, it looks like it does ingame with shaders and all, although I dont

get that.
