
Subject: I finally did it :D

Posted by [Spyder](#) on Thu, 29 Oct 2009 10:41:58 GMT

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Yesterday I have been messing around with the Lineage II texture files and model files for a loooong time. Then finally, I managed to find a way to extract the models and convert them to 3DS Max, along with the textures

And here's the result (and probably some new personal model replacements):

Picture here...

Subject: Re: I finally did it :D

Posted by [ErroR](#) on Thu, 29 Oct 2009 11:07:04 GMT

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Played lineage very long ago. Then a few years ago WOW, and got a model out of wow to ren

Subject: Re: I finally did it :D

Posted by [Spyder](#) on Thu, 29 Oct 2009 11:15:29 GMT

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ErroR wrote on Thu, 29 October 2009 12:07 Played lineage very long ago. Then a few years ago WOW, and got a model out of wow to ren

I think WOW would be a lot easier to convert to renegade. Cause, if I'm correct, the WOW engine is almost similar to the Warcraft III engine. And back then, people were already able to convert those models to 3ds max.

As for Lineage II, all files are encrypted and need to be decrypted before you can do anything with it.

Subject: Re: I finally did it :D

Posted by [ErroR](#) on Thu, 29 Oct 2009 16:19:46 GMT

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DimitryK wrote on Thu, 29 October 2009 13:15 ErroR wrote on Thu, 29 October 2009 12:07 Played lineage very long ago. Then a few years ago WOW, and got a model out of wow to ren

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Lineage uses unreal engine and if it comes with a (hacked, because I doubt they released a legal one) editor then I think you can place a model on a map (without decryption) and export the map. As for wow it's wow viewer can export as models

Subject: Re: I finally did it :D

Posted by [Spyder](#) on Thu, 29 Oct 2009 22:05:15 GMT

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ErroR wrote on Thu, 29 October 2009 17:19DimitryK wrote on Thu, 29 October 2009 13:15ErroR wrote on Thu, 29 October 2009 12:07Played lineage very long ago. Then a few years ago WOW, and got a model out of wow to ren

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Lineage does run on unreal engine. But file are encrypted after exporting the files, so other people cannot access them and edit/steal content. Unfortunately, there's always some community working on some application which makes editing the client files possible.

Subject: Re: I finally did it :D

Posted by [Dreganius](#) on Fri, 30 Oct 2009 11:31:38 GMT

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KICK-ASS SAKURA MODEL REPLACEMENT IN 3...2...1...

Subject: Re: I finally did it :D

Posted by [Spyder](#) on Fri, 30 Oct 2009 22:48:32 GMT

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If I would use this model as a replacement for Sakura. Will it be seen as an advantage model because of the bigger ears???

Subject: Re: I finally did it :D
Posted by [ChewML](#) on Fri, 30 Oct 2009 23:42:37 GMT
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DimitryK wrote on Fri, 30 October 2009 16:48If I would use this model as a replacement for Sakura. Will it be seen as an advantage model because of the bigger ears???

"WTF!?!?!?! HOW U SHOTTED MEH I WERE HIND TEH WAL"

"Your ear was sticking out"

Subject: Re: I finally did it :D
Posted by [crysis992](#) on Sat, 31 Oct 2009 00:02:26 GMT
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Chew wrote on Fri, 30 October 2009 17:42DimitryK wrote on Fri, 30 October 2009 16:48If I would use this model as a replacement for Sakura. Will it be seen as an advantage model because of the bigger ears???

"WTF!?!?!?! HOW U SHOTTED MEH I WERE HIND TEH WAL"

"Your ear was sticking out"

ROFL

Subject: Re: I finally did it :D
Posted by [ErroR](#) on Sat, 31 Oct 2009 12:42:59 GMT
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yes it does! Not sure sure which version you're talking about, I used to edit skins/add ascrolling textures to weapons using unreal ed. But that was before the oath of blood. So that's really long ago

Subject: Re: I finally did it :D
Posted by [Spyder](#) on Sat, 31 Oct 2009 13:12:25 GMT
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ErroR wrote on Sat, 31 October 2009 13:42yes it does! Not sure sure which version you're talking

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Times have changed buddy

Since the release of Gracia Pt. 1, all files are encrypted in a different way. Even after decrypting them, you are unable to open them like you would normally do. So now you have to decrypt them in an entirely different way.
