Subject: Re: C&C 3 Renegade Mod
Posted by JeepRubi on Sat, 03 Mar 2007 16:38:16 GMT

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I 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 somone 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.