
Subject: Re: C&C 3 Renegade Mod
Posted by [Mad Ivan](#) on Sun, 04 Mar 2007 17:42:37 GMT
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Guys, we are going off-topic in a silly argument!

Here is the thing:

Nameme99 wrote on Sun, 04 March 2007 17:18no, not RA, just Renegade and Gens/ZH
no other game uses .w3d

C&C3 uses .w3x for all the new shadders....

Renegade, Generals/Zero Hour, Battle For Middle Earth and Battle For Middle Earth II/Rise Of
The Witch King use W3D. Renegade is the only W3D game developed by Westwood.

Generals was the brainchild of EA Pacific/Westwood Pacific which was a different studio.

w3x has new shaders + is half-XML according to one of the podcasts.

Currently we can't port C&C3 models to Renegade because:

- A) We can't decompress the models.
- B) We can't import the models into Max, due to A) and the format change.

Now, lets get back on topic!

EXdeath wrote on Sat, 03 March 2007 07:09This sounds like a bad idea. That's just me though.

EX, why? If done right, i think that a C&C3 mod would add a variety of game modes that can
spawn interesting tactics and a fun and unique gameplay that renegade lacks.
