
Subject: 3D Ripper DX

Posted by [Epicalyx](#) on Mon, 07 May 2007 11:43:51 GMT

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Hi! I disappeared last time I was here, somehow lost interest in everything related to Renegade within an instant when trying out a new game.

<http://www.deep-shadows.com/hax/3DRipperDX.htm>

3D Ripper DX is an in-game Direct3D ripper that uses DirectX 9. Since it is possible to load up C&C Renegade under DirectX 9 foundations, it is also possible to use 3D Ripper DX is literally rip content out of Renegade and import it into 3D Studio Max for your own control and use. Ripping includes texture, shader, and geometry (of course) ripping. Hey, just give it a try. I already have ripped the main menu just for the kicks of it and to see what it would look like in 3DSM (it looks pretty neat, apparently there is a huge unseen, single-sided plane behind the camera viewing the menu), and textured and litten, as if it were really an in-game 3D capture (rather than a 2D screenshot [capture]).

PS. It may be illegal to use this or other methods whether it uses this program or not to make texture/shader/geometry/model conversations from C&C Renegade to another game or game engine. I hope EA doesn't really care though, but it would not hurt to ask them if they can allow people to distribute its models and textures from game to game (uncommercialized freeware).

EDIT :: Also to mention that this program has a wireframe and no-texture D3D hack, which could allow you to... *oops*

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