Subject: Re: Renegade X is looking for Coders and Character Artists
Posted by Abjab on Thu, 19 Aug 2010 01:25:39 GMT
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Had my son not to long after UT3 came out, Worked a bit on a max importer for UT3, I also improved my w3d tools to support all games using w3d.

The latest version I did of my w3d tools supports Renegade, Generals, Generals Zero Hour, Earth&Beyond, Battle For Middle Earth 1 and 2. I did it for both GMAX and 3DSMAX.

There's probably new games using w3d format as well that I could proly quickly add.

In fact if my old version of the w3d importer didnt check w3d version number it would have work fine with most models from theese games just not importing the newer stuff of the w3d format.

But all this was taking too much time and the wife wasn't too hapy about it.