
Subject: CNC Renegade SDK

Posted by [ben5015se](#) on Sat, 22 Oct 2005 00:06:59 GMT

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<http://s56.yousendit.com/d.aspx?id=1EIKOU7W6RB1R19OBW29RHPDK3>

it has almost everything. if im missing something tell em and send it to me and i will add it.

Gmax 1.2 serial key:

is this legal? -Crimson

also could someone please host the file please. THANKS!

Files:

-renegadetoolsinstaller2.exe

-leveledit-dev.zip

-gmax.exe

-tutorials

-dds converters and opener's for photoshop and paintshop pro

-mix decompiler/opener

-dragonade sourcecode

-w3d importer

-pre-built building's

-and a lil more

those are the main files.. i dont feel like typing the list up *its to long*

-ben5015se

edit: sorry i should have said the files in it.

edit 2: better read me file

File Attachments

1) [Readme.txt](#), downloaded 284 times

Subject: Re: CNC Renegade SDK

Posted by [Sir Phoenixx](#) on Sat, 22 Oct 2005 00:38:24 GMT

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Is that the standard Gmax? If it is you'll need to include a crack or instructions on how to remove the online registration, since Autodesk (Discreet) stopped all support for Gmax, including download links and the registration. (I think it is supposed to take effect after the end of the next month or something like that.)

Subject: Re: CNC Renegade SDK

Posted by [ben5015se](#) on Sat, 22 Oct 2005 00:40:39 GMT

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ill give a crack.. i gotta make it a separate download tho.. uploading it took forever.

Subject: Re: CNC Renegade SDK

Posted by [Oblivion165](#) on Sat, 22 Oct 2005 01:11:00 GMT

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You might want to include my Buildings Proxy setup.

http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Makes the map auto load the spawn points and PT places, that way you dont have to walk building to building placing them.

Subject: Re: CNC Renegade SDK

Posted by [ben5015se](#) on Sat, 22 Oct 2005 01:15:06 GMT

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Oblivion165 wrote on Fri, 21 October 2005 21:11 You might want to include my Buildings Proxy setup.

http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Makes the map auto load the spawn points and PT places, that way you dont have to walk building to building placing them.

ok

Subject: Re: CNC Renegade SDK

Posted by [Sir Phoenixx](#) on Sat, 22 Oct 2005 02:34:22 GMT

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Quote:is this legal? -Crimson

I think Autodesk is currently trying to decide if they'll allow having Gmax and an alternate way to have it registered hosted on a community server...

The registration was just there so they can count how many people are using it, or something similar, it was never a paid service. Since Autodesk dropped (fully effective soon) Gmax and all support for it (including the registration server), there would be no way to use it (install it) unless a crack or some work around for the registration is included.

Subject: Re: CNC Renegade SDK

Posted by [Chronojam](#) on Sat, 22 Oct 2005 15:56:06 GMT

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Yes, it's about to become abandonware effectively. They're literally abandoning it, registration, the download, and customer support.

Subject: Re: CNC Renegade SDK

Posted by [YSLMuffins](#) on Sat, 22 Oct 2005 22:22:27 GMT

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Yeah, there was no money involved, so why would it be illegal?

Subject: Re: CNC Renegade SDK

Posted by [tooncy](#) on Sun, 23 Oct 2005 18:25:34 GMT

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After Gmax goes, I have a feeling that 3DS will be 'magically appearing' on many people's computers.

Subject: Re: CNC Renegade SDK

Posted by [Oblivion165](#) on Sun, 23 Oct 2005 19:29:41 GMT

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tooncy wrote on Sun, 23 October 2005 14:25After Gmax goes, I have a feeling that 3DS will be 'magically appearing' on many people's computers.

We just need some of you prgrammer kids to make the tools work on 3ds and get rid of gmax alltogether.

Subject: Re: CNC Renegade SDK

Posted by [ben5015se](#) on Sun, 23 Oct 2005 22:21:39 GMT

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tooncy wrote on Sun, 23 October 2005 14:25After Gmax goes, I have a feeling that 3DS will be 'magically appearing' on many people's computers.

already has *cough*3ds max 8 *cough*

Subject: Re: CNC Renegade SDK

Posted by [Parad0x](#) on Sun, 23 Oct 2005 22:53:18 GMT

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As long as you can remove the "warez" aspect of your post and the readme, i'll host the main files, but any cracks/hacks/keygens/serials will have to be uploaded somewhere else.

If you want to do this PM me and i'll provide you with an ftp.
