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=1EIKOU7W6RB1R19OBW29RHPDK 3
it has almost everything. if im missing something tell em and send it to me a nd 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 liek typign 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 271 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 affect 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 crak.. i gota make iot a seperate downlaod tho.. uploading it took for ever.

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 21:11You 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.