Subject: Re: GMAX has been discontinued
Posted by Mad Ivan on Sat, 15 Oct 2005 13:12:48 GMT
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Actually, there is a problem.

Dear Gmax users,

I am here today to inform you that Autodesk has officially decided to end its support for the Gmax product and that their company has stopped support for it effective October 6th.

Since Turbo Squid is a valuable partner for Autodesk and we've been managing the product and community on their behalf for the past year, they've allowed us to continue to offer the Gmax download until November 1st so that we can effectively manage the transition for this now defunct product. At that point, the ability to download Gmax from our site will be removed as will the ability for users to get authorization codes for the product.

These forums will continue to operate for the community for a small period of time beyond that date, and we'll be happy to try and assist the community during that time.

Respectfully,

-=Beau

Beau Perschall
VP of Publishing
Turbo Squid, Inc.

Browser, Turbosquid forum admin had an update too:

Yesterday, I talked to an Autodesk representative on the phone. I should get an email that will repeat what I talked about with them. Phone conversation was a bit hard for me to hear as the Autodesk representative was on a cell. The volume of the conversation wasn't good so I may not have heard everything ok.

One of the arguments I have heard before and I think Autodesk repeated it, is that for the past 2 years, no new gamepacks had been created on the game company sides. So this means no money for Autodesk. Also, GMAX is very costly to maintain on the developement side (it is 3d max 4.X based and we are at 3d max 8 now !).

Overall, it seams to be related to no new clients and costly developement. Again, I will get a written confirmation as the phone discussion wasn't of a good quality so I might be wrong on a few things.

As for those that have GMAX now, if you should re-install it, you could either use the registry workaround or change your PC clock to match the registration email you got and re-enter the

same registration code.

For those wanting to get GMAX before it disapears, registration should still be available at Turbosquid (I think!) via http://www.turbosquid.com/support (and click the GMAX link).

After that i asked if GmaX can be put up for download at other sites.This was the response:

As for other sites hosting GMAX for downloads, I have no idea if they can. Maybe Autodesk has its saying in it to say who is allowed or not.

As for me saying the costs are high to mainting it, I am not confirming this as, like I pointed out, the phone conversation was of a poor quality. At times I couldn't quite make out what Autodesk was saying. I would rather wait for theire text version for the official confirmation.

By the way, a license just to create a gamepack is somewhere around $80,000 Cdn. I had asked Autodesk about the possibility of going Open Source just for the plugin point of view. They said something (again, waiting for confirmation) like : short term no, but who knows !

My final response was this:

I`m from the command&conquer mod community.
I had in mind of putting gmax up for download with the C&C GamePack Pre-Installed.
EA already released Renegade, Generals (+Expansion) and Lord Of The Rings:Battle For Middle Earth. The problem is that the current gamepack supports only Renegade and Generals (LOTR has some changes in the format) and GmaX is the only software we have for models. Banning the gmax distribution will 'kill' modding, because newbie modders wont have a tool for modeling and oldbies sooner or later will leave the community in favour of other games/real life.

Inst there a way to talk Autodesk into allowing distribution?

Now, I am Asking you, the C&C Community to support me on this one! I am asking you to register at the turbosquid forums and support me on allowing distribution of the GmaX product.

This is a link to my site.You will find the links to assist me there.

Please, do it, for the C&C Community.