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Subject: Re: Max to W3D Exporter!

Posted by [Napalmic](#) on Sun, 22 Jan 2006 04:02:03 GMT

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idjit626 wrote on Sat, 21 January 2006 19:24: Actually should it be illegal to charge money for it? I mean isent .W3D file format EA's property!?

No, only if you made a new game from the W3D engine for profit, then would even anything like that occur, yeah? But in this case, it's more within the realm of intellectual property that Silent Kane coded himself. If people choose to pay for other software to make the work easier, it's their choice, not EA's. I mean surely, you wouldn't want to pay EA for exclusive rights to use Renegade Public Tools, would you now? I think not.

I think it's fair. Besides, it doesn't HINDER you the ability to convert to W3D though gmax, the free and foremost method. Though, it would be nice if things like this were free, like nearly everything else in the Renegade community, other than cheaters paying RenGuard \$20 to get out of trouble lol.

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