Subject: Re: I finally did it :D
Posted by Spyder on Thu, 29 Oct 2009 22:05:15 GMT

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ErroR wrote on Thu, 29 October 2009 17:19DimitryK wrote on Thu, 29 October 2009 13:15ErroR wrote on Thu, 29 October 2009 12:07Played lineage very long ago. Then a few years ago WOW, and got a model out of wow to ren

I think WOW would be a lot easier to convert to renegade. Cause, if I'm correct, the WOW engine is almost similar to the Warcraft III engine. And back then, people were already able to convert those models to 3ds max.

As for Lineage II, all files are encrypted and need to be decrypted before you can do anything with it.
Lineage uses unreal engine and if it comes with a (hacked, because I doubt they released a legal one) editor then I think you can place a model on a map (without decryption) and export the map.
As for wow it's wow viewer can export as models

Lineage does run on unreal engine. But file are encrypted after exporting the files, so other people cannot access them and edit/steal content. Unfortunately, there's always some community working on some application which makes editing the client files possible.