Subject: Max Plugin
Posted by Dante on Sun, 16 Nov 2003 21:05:22 GMT

it is westwood 3d, and yes, ea does own it

greg hjelstrom is the individual who built 90% of the code for w3d based engines, so he is often accredited for working with it.

the simplest thing to do would to find someone with great knowledge of C++ and the Max SDK, and pay them an ass load of money to make you an exporter, since we have the header & w3d definitions file, it is just a matter of exporting it properly.

W3D currently seen in -> Renegade, Earth & Beyond, Generals (zero hour).

Wouldn't it be really fucking funny if LOTR RTS used w3d.... probably does, as it screamed sage engine.