Subject: 3D Ripper DX
Posted by Epicalyx on Mon, 07 May 2007 11:43:51 GMT
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Hi! I disappeared last time I was here, somehow lost interest in everything related to Renegade within an instant when trying out a new game.

http://www.deep-shadows.com/hax/3DRipperDX.htm

3D Ripper DX is an in-game Direct3D ripper that uses DirectX 9. Since it is possible to load up C&C Renegade under DirectX 9 foundations, it is also possible to use 3D Ripper DX is literally rip content out of Renegade and import it into 3D Studio Max for your own control and use. Ripping includes texture, shader, and geometry (of course) ripping. Hey, just give it a try. I already have ripped the main menu just for the kicks of it and to see what it would look like in 3DSM (it looks pretty neat, apparently there is a huge unseen, single-sided plane behind the camera viewing the menu), and textured and litten, as if it were really an in-game 3D capture (rather than a 2D screenshot [capture]).

PS. It may be illegal to use this or other methods whether it uses this program or not to make texture/shader/geometry/model conversations from C&C Renegade to another game or game engine. I hope EA doesn't really care though, but it would not hurt to ask them if they can allow people to distribute its models and textures from game to game (uncommercialized freeware).

EDIT :: Also to mention that this program has a wireframe and no-texture D3D hack, which could allow you to... *oops*

http://www.deep-shadows.com/hax/3DRipperDX.htm

Subject: Re: 3D Ripper DX
Posted by Jonty on Mon, 07 May 2007 17:14:20 GMT
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This program is great fun! The only problem I get at the moment is that is doesn't render what the player doesn't see, and rather funnily there's a hud stuck where you were standing. It allows you to make cool-looking renders of ingame scenes though.

I'm completely new to 3dsmax, and I haven't found any way of moving the camera freely yet (like a walkaround mode), but I managed to get this screenie of what I assume is me...

(I'd inline the image, but I'd break everybody's tables.)

File Attachments
1) nodsoldier.png, downloaded 408 times

Subject: Re: 3D Ripper DX
Posted by jamiejrg on Mon, 07 May 2007 22:11:44 GMT
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That's ****ing amazing. I have to try this.

Subject: Re: 3D Ripper DX
Posted by jamiejrg on Thu, 10 May 2007 02:05:24 GMT
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Did you keep the FOV at 85?

Subject: Re: 3D Ripper DX
Posted by Jonty on Thu, 10 May 2007 06:35:03 GMT
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Yes. You might have to fiddle with the import settings in 3dsmax if not much is showing up. Plus, with Renegade it seems to have a habit of rendering the sky as well, so you might have to zoom in through that.

Subject: Re: 3D Ripper DX
Posted by Epicalyx on Thu, 10 May 2007 11:39:06 GMT
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A good idea that would be helpful when you first import whatever you ripped into 3DSM is to select the entire thing (CTRL A?) and scale it up anywhere from 10 to 100 to 1000 times its size so that it wouldn't be too difficult to navigate around. Incase you don't know, using the import feature will import the 3DR files into the same file or document that you already have open, so just remember this.

It'd be nice to get a listing of FOVs for different games. It seems that if you have the incorrect FOV that whatever you took a 3D Screenshot of will be slanted (side view) or diagonal on the grid. For example, the terrain might have a slope of 3 or 5/2, and everything on it would be aligned to it but also actually those would be slanted (like making a slanted cube or rectangular prism).

So far I have tried ripping content from Shadowgrounds (works), C&C Tiberium Wars (didn't work, game crashed upon EXE launch), and Halo (works).

EDIT :: For information on importing 3D Studio Max correctly, see http://www.deep-shadows.com/hax/3DRipperDX.htm and scroll down for a fully illustrated guide on importing your 3DR or OBJ file.

Subject: Re: 3D Ripper DX
Posted by Jonty on Thu, 10 May 2007 15:16:48 GMT
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Yes, I have ripped stuff from Halo, Renegade, Generals and BF2142, although BF2142 took aaaages to save when outside, and all the textures were screwed up on one I took in the Titan cargo bay.

Subject: Re: 3D Ripper DX
Posted by Slave on Thu, 10 May 2007 17:26:41 GMT
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Mind posting some more screenshots? I'm currently in no position to get 3dmax to work, and I would love to see more of this tool in action.

Subject: Re: 3D Ripper DX
Posted by OWA on Thu, 10 May 2007 19:17:29 GMT
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This is a great tool. Nice find!

Subject: Re: 3D Ripper DX
Posted by JeepRubi on Thu, 10 May 2007 20:12:39 GMT
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Looky what I gotz!

Subject: Re: 3D Ripper DX
Posted by Slave on Thu, 10 May 2007 20:44:26 GMT
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wow, that's one hell of a nice white background. Too bad the weird vtol thingy is in the way.

Also, awesome.

Subject: Re: 3D Ripper DX
Posted by Epicalyx on Thu, 10 May 2007 21:36:58 GMT
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I ripped the Halo from the Halo main menu and made a wallpaper out of it after retouching it with

some decent lighting.

640x480
http://www.hlrse.net/Qwerty/halo_wallpaper_640x480.jpg

800x600
http://www.hlrse.net/Qwerty/halo_wallpaper_800x600.jpg

1024x768
http://www.hlrse.net/Qwerty/halo_wallpaper_1024x768.jpg

1280x960
http://www.hlrse.net/Qwerty/halo_wallpaper_1280x960.jpg

1280x1024
http://www.hlrse.net/Qwerty/halo_wallpaper_1280x1024.jpg

1600x1200
http://www.hlrse.net/Qwerty/halo_wallpaper_1600x1200.jpg

High quality renders are always leet. Another thing that this could be used for is exactly just that: high to uber quality renders and "artwork."

The creator of this deserves a few donations (I'll probably send him a few bucks in the next 2 months). Can't wait for it to support other DirectX versions (currently it only supports DirectX 9 series). Would be cool if he could somehow manage to make this work with DirectDraw and OpenGL games. :] Haha, the more screenshots of some of your rips that I see (even though I could do them myself), the more I'm encouraged to install some C&C and other games onto my PC (Oblivion even) for the sake of looking at some stuff more closely in curiousity.

Subject: Re: 3D Ripper DX
Posted by gendres on Fri, 11 May 2007 01:38:24 GMT
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I'm having some trouble getting textures imported correctly from Renegade. Are there any special settings I should know about?

Subject: Re: 3D Ripper DX
Posted by Jonty on Fri, 11 May 2007 06:40:45 GMT
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Epicalyx wrote on Thu, 10 May 2007 22:36I ripped the Halo from the Halo main menu and made a

wallpaper out of it after retouching it with some decent lighting.

Awesome, it's my desktop now, along with one of my own rips that I forgot to enable AA on (and might do again).

File Attachments
1) desktop110507.jpg, downloaded 486 times

My Documents

My Computer

Recycle Bin

Mozilla Firefox

Play Command
& Conquer …

PuTTY

iTunes

Winamp

BF2142

IrfanView

Renegade

Halo

start   Command and Conqu…

Subject: Re: 3D Ripper DX
Posted by JeepRubi on Fri, 11 May 2007 11:01:46 GMT
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How do you have a different screensaver for each monitor? Mine are stuck on same one.

Subject: Re: 3D Ripper DX
Posted by Epicalyx on Fri, 11 May 2007 11:47:05 GMT
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TO CHANGE WALLPAPER
Right click on empty space on desktop --> Properties --> Desktop

TO CHANGE SCREENSAVER
Right click on empty space on desktop --> Properties --> Screensaver

By the way, what import settings do you guys use to have it include the skybox / skysphere into 3DSM? I use the settings that are in the importing guide at the homepage of 3DRDX.

Subject: Re: 3D Ripper DX
Posted by JeepRubi on Fri, 11 May 2007 11:57:20 GMT
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Lol, I know how to change my Desktop, but how do I make it so each monitor has a different one?

Subject: Re: 3D Ripper DX
Posted by Jonty on Fri, 11 May 2007 14:33:25 GMT
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Jeep Rubi wrote on Fri, 11 May 2007 12:57Lol, I know how to change my Desktop, but how do I make it so each monitor has a different one?
Make an image that literally spans both the screens, like two images pasted next to each other, then set it as Tiled.

More piccies!

File Attachments
1) warthog.jpg, downloaded 493 times

Subject: Re: 3D Ripper DX
Posted by JeepRubi on Fri, 11 May 2007 15:46:26 GMT
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This is sweet!

Subject: Re: 3D Ripper DX
Posted by Viking on Fri, 11 May 2007 19:24:11 GMT
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No sweet is the tank that was gonna be in renegade but it had to many pollies. It is in RP2.

Subject: Re: 3D Ripper DX
Posted by OWA on Fri, 11 May 2007 20:48:50 GMT
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Viking wrote on Fri, 11 May 2007 20:24No sweet is the tank that was gonna be in renegade but it had to many pollies. It is in RP2.
Nope, that is the Battlefield 2 M1A1 Abrams Tank. The one in RP2 was an old Commando mod asset.

Subject: Re: 3D Ripper DX
Posted by Tunaman on Fri, 11 May 2007 22:18:04 GMT
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One Winged Angel wrote on Fri, 11 May 2007 16:48Viking wrote on Fri, 11 May 2007 20:24No sweet is the tank that was gonna be in renegade but it had to many pollies. It is in RP2.
Nope, that is the Battlefield 2 M1A1 Abrams Tank. The one in RP2 was an old Commando mod asset.
He's not saying that that is the one that was in RP2.. He's saying the one in RP2 looks sweet, lol.

Subject: Re: 3D Ripper DX
Posted by jamiejrg on Sat, 12 May 2007 15:32:48 GMT
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Do you guys think Bungy would care if we put the warthhog into renegade?