I'm not a bot



```
Comment écrire sur un document pdf
Obtention des fichiers depuis Drive Obtention des fichiers depuis Dropbox Téléchargement - MB/S Modification du PDF en cours... Oups! Il semblerait qu'il y a un problème avec votre connexion internet... The Motorsport Images Collections captures events from 1895 to today's
most recent coverage.Discover The CollectionCurated, compelling, and worth your time. Explore our latest gallery of Editors' Picks.Browse Editors' Picks.B
time. Explore our latest gallery of Editors' Picks. Browse Editors' Favorites Experience AI-Powered Creativity The Motorsport Images Collection Curated, compelling, and worth your time. Explore our latest gallery of Editors' Picks. Browse Editors' Favorites Experience
AI-Powered Creativity Share — copy and redistribute the material in any medium or format for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit
, provide a link to the license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the license as the original. No additional restrictions
 — You may not apply legal terms or technological measures that legally restrict others from doing anything the license may not give you all
of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Créez une signature manuscrite pour signer vos documents PDF avant de les renvoyer par mail. Vous venez de recevoir par email des documents à remplir et à renvoyer signés et vous ne savez
pas comment procéder ? Faut-il imprimer le document, le remplir manuellement au stylo, puis le scanner pour le renvoyer ? Non ! Les logiciels de lecture de PDF ont plus d'un tour dans leur sac et intègrent de nombreux outils la plupart du temps méconnus du grand public. S'il est relativement facile de remplir les case d'un formulaire à l'aide des
outils proposés par votre logiciel de lecture de PDF, apposer une signature manuscrite en bas d'un document peut s'avérer un peu plus compliqué pour les utilisateurs non aguerris. Pour tant créer sa signature pour l'apposer sur tous ses documents électroniques n'a rien de sorcier. Pour réaliser la manipulation, nous utilisons le logiciel de
visualisation de PDF Adobe Acrobat Reader DC. Voici donc comment procéder pour créer une signature manuscrite que vous pourrez utiliser pour signer tous vos documents. 1. Télécharger Acrobat Reader DC Première étape, si le programme n'est pas déjà installé sur votre ordinateur, téléchargez et installez Adobe Acrobat Reader DC. Ce logiciel
permet d'ouvrir les fichiers PDF, de les visualiser, et même de les éditer si vous avez besoin de remplir un formulaire. Télécharger Adobe Acrobat Reader DC pour Windows (Gratuit) 2. Ouvrir le document et le remplir votre fichier PDF et le signer, cliquez sur le menu Outils puis
 sélectionnez l'option Remplir et signer. Une fois activée, cette option vous permet de créer manuellement des zones de texte dans lesquelles vous pouvez saisir vos informations et en modifier la taille. Certains formulaires intègrent des champs spécialement prévus pour la saisie de données et ne nécessitant pas d'activer cette option. 3. Créer une
nouvelle signature En haut de la fenêtre, juste au-dessus de votre document, cliquez sur le bouton Signer, puis sur Ajouter une signature. Une nouvelle fenêtre s'ouvre et propose de tracer votre signature à l'aide de la
souris, tandis que la troisième option offre la possibilité d'importer une signature déjà numérisée. 4. Tracer votre signature habituelle et validez-la en cliquant sur Appliquer. La signature est enregistrée, peut être
appliquée immédiatement à votre document et peut être déplacée et redimensionnée. Notez qu'il faudra de nouveau accéder aux Outils puis choisir Remplir et signer pour signer d'autres documents ultérieurement en utilisant la signature que vous avez créée. N'oubliez pas d'enregistrer votre fichier PDF pour valider les modifications apportées au
document. Pour ne manquer aucune actualité de 01net, suivez-nous sur Google Actualités et WhatsApp. Éditer un PDF... De nombreuses solutions sont disponibles en ligne ou bien sous forme de logiciels mais le plus souvent payantes et pas toujours très maniables. Nous vous proposons ici une solution gratuite et fort efficace. Étant donné la
popularité du format PDF de Adobe, il existe pléthore de services proposant d'éditer un Portable Document Format, ou PDF, en ligne ou bien en passant par un logiciel spécialisé telles les versions payantes de programmes comme Adobe Acrobat Reader ou Nitro Reader. Il existe plusieurs soucis avec les inconvénients en ligne :Ils sont souvent peu à
 l'aise avec les gros fichiers PDF, par exemple, ceux dont le contenu s'étale sur une ou plusieurs centaines de pages. La moindre mise à jour peut prendre une bonne minute, et donc l'édition se révèle fastidieuse. Il n'est pas rare que, après avoir patiemment effectué ses modifications dans les pages, le service demande quelques euros pour récupérer le
document final PDF. En soi, cette contrepartie est certes justifiée mais, dans la mesure où elle demandée « après coup », on peut plus ou moins apprécier de ne pas avoir été informé au préalable de la règle du jeu. Certains outils d'édition en ligne ne proposent pas d'option « Undo / Défaire ». Et donc, si l'on commet une erreur, il n'est pas possible de
revenir en arrière. Après avoir testé de nombreux outils d'éditions de PDF durant plusieurs années, qu'il s'agisse de services en ligne ou de logiciels, nous avons trouvé la formule la plus souple qui soit :convertir le PDF en Word ;éditer le document depuis Microsoft Word ou autre traitement de texte acceptant ce format comme Open Office
ou Pages ; reconvertir le Word ainsi modifié en PDF. Cette solution pourrait sembler peu commode au premier abord. Pourtant, elle n'a que des avantages. En effet, quelle que soit sa taille, le document peut être modifié sur votre PC ou Mac tout en bénéficiant de la pleine puissance de votre ordinateur -- sans avoir à dépendre des lenteurs éventuelles
d'un service en ligne. Et qui plus est, cette approche ne vous coûte pas un centime !Suivons la procédure pas à pas sur un exemple précis. Attention : il va de soi que le PDF que vous souhaitez éditer doit avoir été créé au départ depuis un fichier texte. S'il s'agit d'un PDF « image » (le texte affiché à l'écran est la conversion en PDF d'un fichier Jpeg,
Png ou autre), il ne sera pas possible d'en modifier le contenu « texte », à moins de passer par un logiciel d'OCROCR. Télécharger Open Office gratuitementConvertir un PDF en Word, sans bourse délier. Dans cet exemple, nous utilisons le service IlovePDF.
L'option « PDF en Word » est la 4e affichée sur la page d'accueil de ce site. Cliquez sur « Sélectionner le fichier PDF » et repérez le document en question sur le disque durdisque dur de l'ordinateur. Choisissez ensuite « Conversion est alors démarrée. Une fois cette opération achevée, il suffit de cliquer sur « Télécharger
Word ». Effectuer les modifications sous WordObservez votre PDF sous Microsoft Word, Open Office, Pages ou autre traitement de texte à même de traiter le format Word. Il devrait être intégralement identique au PDF originel. À présent, vous disposez des divers outils d'édition disponibles sous Word. Vous pouvez modifier le texte comme bon vous
ne reste plus qu'à faire le chemin inverse et donc convertir le Word en PDF. Depuis le menu de la page d'accueil de IlovePDF, repérez l'option « Word en PDF ». A partir de là, la procédure est similaire à celle que nous avons abordée plus haut. Proprietary software that is
initially shared by the owner for trial use at little or no cost.[1] Often the software developer.[2] Shareware distributed at no cost to the
user but without source code being made available; and free and open-source software, in which the source code is freely available for anyone to inspect and alter. There are many types of shareware and, while they may not require an initial up-front payment, many are intended to generate revenue in one way or another. Some limit use to personal
non-commercial purposes only, with purchase of a license required for use in a business enterprise. The software itself may be time-limited, or it may remind the user that payment would be appreciated. Trialware or demoware is a program that limits the time that it can be effectively used, commonly via a built-in time limit, number of uses, or only
 allowing progression up to a certain point (e.g. in video games, see Game demo).[3] The user can try out the fully featured program until the trial period is up, and then most trialware reverts to either a reduced-functionality (freemium, nagware, or crippleware) or non-functional mode, unless the user purchases a full version.[4] Trialware has become
 license. According to industry research firm Softletter, 66% of online companies surveyed had free-trial-to-paying-customer conversion rates of 25% or less. SaaS providers employ a wide range of strategies to nurture leads, and convert them into paying customers. Main article: Freemium Freemium works by offering a product or service free of
 charge (typically digital offerings such as software, content, games, web services or other) while charging a premium for advanced features, functionality, or related products and services or other) while charging a premium for advanced features, functionality, or related products and services or other) while charging a premium for advanced features, functionality, or related products and services or other) while charging a premium for advanced features, functional features, functional features, functionality, or related products and services or other) while charging a premium for advanced features, functionality, or related products and services or other) while charging a premium for advanced features, functionality, or related products and services or other) while charging a premium for advanced features, functional features, functionality, or related products and services or other) while charging a premium for advanced features, functional features, function
 combines the two aspects of the business model: "free" and "premium".[5] It has become a popular model especially in the antivirus industry. Main article: Adware Adware, short for "advertising-supported software", is any software package which automatically renders advertisements in order to generate revenue for its author. Shareware is often
packaged with adware to lower the shareware fees or eliminate the need to charge users a fee. The advertisements may take the form of a banner on an application window. The functions may be designed to analyze which websites the user visits and to present advertising pertinent to the types of goods or services featured there. The term is
 sometimes used to refer to software that displays unwanted advertisements, which typically are more intrusive and may appear as pop-ups, as is the case in most ad-oriented spyware. [6] During the installation of the intended software, the user is presented with a requirement to agree to the terms of click through an end-user license agreement or
similar licensing which governs the installation of the software.[7] Main article: Crippleware has vital features of the program, such as printing or the ability to save files, disabled or unwanted features like watermarks on screencasting and video editing software.[8] until the user buys the software. This allows users to take a close look at
the features of a program without being able to use it to generate output. The distinction between freemium and crippleware is that an unlicensed freemium program has useful functionality, while crippleware is that supplies fully
operational unrestricted software to the user and requests an optional donation be paid to the discretion of the donation may also be stipulated by the author, or it may be left to the discretion of the user, based on individual perceptions of the software's value. Since donationware
comes fully operational (i.e. not crippleware) with payment optional, it is a type of freeware. In some cases, there is a delay to start the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start the program or "nag screen" reminding the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and/or delayed start is often removed in an update once the user that they haven't donated to the project. This nag feature and or delayed start is often removed in an update once the user that they haven't donated to the update of the user that they haven't donated to the update of the user that they haven't donated to the user that they haven't donated to the user that they haven't donated to the update of the user that they haven't donated to the user that they haven't donated to the update of the user that they haven't donated to the update of the user that they haven't donated to the update of the user that they haven't donated to the update of th
(also known as begware, annoyware or a nagscreen) is a pejorative term for shareware that persistently reminds the user to purchase a license.[10] It usually does this by popping up a message when the user starts the program, or intermittently while the user is using the application. These messages can appear as windows obscuring part of the
 screen, or as message boxes that can quickly be closed. Some nagware keeps the message up for a certain time period, forcing the user to wait to continue to use the program. Unlicensed programs that support printing may superimpose a watermark on the printed output, typically stating that the output was produced by an unlicensed copy. Some
 titles display a dialog box with payment information and a message that paying will remove the notice, which is usually displayed either upon startup or after an interval while the application is running. These notices are designed to annoy the user into paying. Postcardware, also called just cardware, is a style of software distribution similar to
 shareware, distributed by the author on the condition that users send the author a postcard. A variation of cardware, emailware, uses the same approach but requires the user to send the author an email. Postcardware, like other novelty software distribution terms, is often not strictly enforced. Cardware is similar to beerware. The concept was first
 used by Aaron Giles, author of JPEGView.[11] Another well-known piece of postcardware is the roguelike game Ancient Domains of Mystery, whose author collects postcardware. Exifer is a popular application among digital photographers that has been postcardware.[12] Caledos Automatic
 Wallpaper Changer is a "still alive" project cardware. "Empathy" is a postcardware for password-protected executables. Dual Module Player and Linux were also postcardware company is the Laravel package developers from Spatie
 which has released over 200 open-source packages to the Laravel framework, which are postcardware licensed, and all shown at their website. [15] In 1982, Andrew Fluegelman created a program for the IBM PC called PC-Talk, a telecommunications program, and used the term freeware; he described it "as an experiment in economics more than
 altruism".[16] About the same time, Jim "Button" Knopf released PC-File, a database program, calling it user-supported software.[17] Not much later, Bob Wallace produced PC-Write, a word processor, and called it shareware. Appearing in an episode of Horizon titled Psychedelic Science originally broadcast 5 April 1998, Bob Wallace said the idea for
 shareware came to him "to some extent as a result of my psychedelic experience".[18] Fluegelman said that his experience as a book publisher. KQED pledge drives inspired his distribution method, as well as his not knowing how to implement copy protection.[19] In 1983 Jerry
 Pournelle wrote of "an increasingly popular variant" of free software "that has no name, but works thus: 'If you like this, send me (the author) some money. I prefer cash.'"[20] In 1984, Softalk-PC magazine had a column, The Public Library, about such software. Public domain is a misnomer for shareware, and Freeware was trademarked by
 Fluegelman and could not be used legally by others, and User-Supported Software was too cumbersome. So columnist Nelson Ford had a contest to come up with a better name. The most popular name submitted was Shareware, which was being used by Wallace. However, Wallace acknowledged that he got the term from an InfoWorld magazine.
column by that name in the 1970s[failed verification][citation needed], and that he considered the name to be generic,[21] so its use became established over freeware and user-supported software.[22] By 1984 Knopf reported receiving about $1,000 a day for PC-File,[23] and by 1985 Fluegelman was receiving "dozens of $35 checks" daily. He had
two employees to fulfill orders and answer questions for PC-Talk.[19] He, Knopf, and Wallace clearly established shareware as a viable software distribution model by becoming wealthy.[24][25] Prior to the popularity of the World Wide Web and widespread Internet access, shareware was often the only economical way for independent software
 authors to get their product onto users' desktops. Those with Internet or BBS access could download software and distribute it amongst their friends or user groups, who would then be encouraged to send the registration fee to the author, usually via postal mail. During the late 1980s and early 1990s, shareware software was widely distributed over
online services, bulletin board systems and on diskettes. Contrary to commercial developers who spent millions of dollars urging users "Don't Copy That Floppy", shareware developers encouraged users to upload the software and share it on disks. Commercial shareware developers who spent millions of dollars urging users "Don't Copy That Floppy", shareware developers encouraged users to upload the software and share it on disks. Commercial shareware developers who spent millions of dollars urging users "Don't Copy That Floppy", shareware developers who spent millions of dollars urging users "Don't Copy That Floppy", shareware developers who spent millions of dollars urging users "Don't Copy That Floppy", shareware developers and on diskettes.
 thousands of public domain and shareware programs that were available for a small charge on floppy disk. These companies later made their entire catalog available on CD-ROM. One such distributor, Public Software Library (PSL), began an order-taking service for programmers who otherwise had no means of accepting credit card orders.
Meanwhile major online service provider CompuServe enabled people to pay (register) for software using their CompuServe accounts. When AOL bought out CompuServe enabled people to pay (register) for software using their CompuServe accounts. When AOL bought out CompuServe enabled people to pay (register) for software using their CompuServe accounts. When AOL bought out CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using their CompuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register) for software using the compuServe enabled people to pay (register
enabled over 3,000 independent software developers to use SWREG as a back office to accept various payment methods including credit, debit and charge cards, Paypal and other services in multiple currencies. This worked in realtime so that a client could pay for software and instantly download it which was novel at the time. SWREG was
eventually bought by Digital River, Inc. Also, services like Kagi started offering applications that authors could distribute along with their payment. Once telecommunications became more widespread, this service also expanded online. Toward the
beginning of the Internet era, books compiling reviews of available shareware were published, sometimes targeting specific niches such as small business. These books would typically come with one or more floppy disks or CD-ROMs containing software from the book. [26] As Internet use grew, users turned to downloading shareware programs from
FTP or web sites. This spelled the end of bulletin board systems and shareware disk distributors. At first, disk space on a server was hard to come by, so networks like Info-Mac were developed, consisting of non-profit mirror sites hosting large shareware libraries accessible via the web or ftp. With the advent of the commercial web hosting industry,
the authors of shareware programs and download the latest versions, and even pay for the software online. This erased one of the chief distinctions of shareware, as it was now most often downloaded from a central "official" location instead of being shared samizdat-style by its
users. To ensure users would get the latest bug-fixes as well as an install untainted by viruses or other malware, some authors discouraged users from giving the software to their friends, encouraging them to send a link instead. Major download sites such as VersionTracker and CNet's Download.com began to rank titles based on quality, feedback
and downloads. Popular software was sorted to the top of the list, along with products whose authors paid for preferred placement. If features are disabled in the freely accessible version, paying may provide the user with a license key or code they can enter into the software to disable the notices and enable full functionality. Some pirate web sites
publish license codes for popular shareware, leading to a kind of arms race between the developer and the pirates where the developer and the pirates where the developer disables pirated codes, using the opportunity to educate users on the economics of the
 shareware model.[27] Some shareware relies entirely on the user's honesty and requires no password. Simply checking an "I have paid" checkbox in the application is all that is required to disable the registration notices. [28][29] Main article: Game demo This article needs additional citations for verification. Please help improve this article by adding
 citations to reliable sources. Unsourced material may be challenged and removed. Find sources: "Shareware" - news · newspapers · books · scholar · JSTOR (December 2016) (Learn how and when to remove this message) In the early 1990s, shareware distribution was a popular method of publishing games for smaller developers, including then-
 fledgling companies Apogee Software (also known as 3D Realms), Epic MegaGames (now Epic Games), Ambrosia Software and id Software that some products would be unable to get in the retail space. With the Kroz series, Apogee introduced the
 "episodic" shareware model that became the most popular incentive for buying a game.[30] While the shareware game would be a truly complete game, there would be additional "episodes" of the game that were not shareware game would be a truly complete game, there would be additional "episodes" of the game that were not shareware game would be a truly complete game, there would be additional "episodes" of the game that were not shareware game would be a truly complete game, there would be additional "episodes" of the game that were not shareware and could only be legally obtained by paying for the shareware episodes. In some cases these episodes were neatly
 integrated and would feel like a longer version of the game, and in other cases the later episodes would be stand-alone games. Sometimes the additional content was completely integrated with the unregistered game, such as in Ambrosia's Escape Velocity series, in which a character representing the developer's pet parrot, equipped with an
 were the primary distributors of low-cost software. Free software from a BBS was the motivating force for consumers to purchase a computer equipped with a modem, so as to acquire software at no cost. The success of shareware games, including id Software hits Commander Keen and Doom, depended in part on the BBS community's willingness to
redistribute them from one BBS to another across North America. The reasons for redistribution included allowing modem users who could not afford long-distance calls the opportunity to view the games.[31] The important distinguishing feature between a shareware game and a game demo is that the shareware game is (at least in theory) a
complete working software program albeit with reduced content compared to the full game, while a game demo omits significant functionality as well as content such as the first of three episodes, while some even offered
the entire product as shareware while unlocking additional content for registered users. By contrast a game demo may offer as little as one single-player level or consist solely of a multiplayer map, this makes them easier to prepare than a shareware game. There are several widely accepted standards and technologies that are used in the
development and promotion of shareware. FILE_ID.DIZ is a description (PAD) is used to standardize shareware application descriptions. PAD file is an XML document that describes a shareware or freeware product according to the PAD
 specification.[32] DynamicPAD extends the Portable Application Description (PAD) standard by allowing shareware vendors to provide customized PAD XML files to each download site or any other PAD-enabled resource. DynamicPAD is a set of server-side PHP scripts distributed under a GPL license and a freeware DynamicPAD builder for 32-bit
 Windows. The primary way to consume or submit a DynamicPAD file is through the RoboSoft application by Rudenko Software, the DynamicPAD author. DynamicPAD is available at the DynamicPAD web site. Code signing is a technology that is used by developers to digitally sign their products. Versions of Microsoft Windows since Windows XP
 Service Pack 2 show a warning when the user installs unsigned software. This is typically offered as a security measure to prevent untrusted software from potentially infecting the machine with malware. However, critics see this technology as part of a tactic to delegitimize independent software development by requiring hefty upfront fees and a
 review process before software can be distributed.[33] Association of Software Professionals Careware Keygen ^ Bink, Thomas (April 4, 1996). "Shareware Profitable and Popular". The Kingston Whig-Standard (Kingston, Ontario, Canada). p. 17. ^ Gnoffo Jr., Anthony (July 4, 1993). "The Shareware Computer Industry, A Growing World Of Innovation
Trust". Night-Ridder Newspapers. Rutland Daily Herald (Rutland, Vermont). p. 8D. ^ Alvarez, Julian; Michaud, Laurent (July 2008). Serious Games: Advergaming, edugaming, training and more (PDF). IDATE. p. 45. ISBN 978-2-84822-169-4. Retrieved June 4, 2022. ^ Flynn, Laurie (November 14, 1993). "Cheap, Easy Shareware Big Business". Knight-Ridder Newspapers. Rutland Daily Herald (Rutland, Vermont). p. 8D. ^ Alvarez, Julian; Michaud, Laurent (July 2008). Serious Games: Advergaming, edugaming, ed
 Ridder Newspapers. Sun Herald (Biloxi, Mississippi). p. C7. ^ Jepson, Anna; Lundin, Elin (April 3, 2009). Freemium for large enterprises (Thesis). KTH Royal Institute of Technology. p. 14. urn:nbn:se:kth:diva-99781. ^ Wang, Wallace (2006). "Adware and Spyware". Steal This Computer Book 4.0: What They Won't Tell You About the Internet. No
Starch Press. p. 285. ISBN 1-59327-105-0. Retrieved June 4, 2022. Sipior, Janice C.; Ward, Burke T.; Roselli, Georgina R. (Spring 2005). "The Ethical and Legal Concerns of Spyware". Information Systems Management. 22 (2): 43. doi:10.1201/1078/45099.22.2.20050301/87276.5. S2CID 26291227. Franceschetti, Donald R. (2016). Principles of
Computer Science. Salem Press. pp. 112-114. ISBN 978-1-68217-139-4. ^ Milian, Mark (June 13, 2011). "Reading apps sell subscriptions to fuzzy feelings". CNN. Archived from the original on May 22, 2014. Retrieved May 22, 2014. Retrieved May 22, 2014. The Internet and the Aspiring Games Programmer" (PDF). Proceedings of DAGS 95
 "Electronic Publishing and the Information Superhighway". Boston: Birkhauser. p. 2. Archived (PDF) from the original on March 4, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2006. "Exifer for Windows". www.friedemann-schmidt.com. Archived from the original on March 16, 2012. Retrieved August 7, 2
 November 12, 2006. Retrieved January 18, 2016. ^ Torvalds, Linus (May 2001). Just for Fun. New York: HarperCollins Publishers. ISBN 0-06-662072-4. ^ Jump 'n Bump is e-mailware. That means you're supposed to send us an e-
 mail. Write for example where you're from and what you thought about this game. If you do that, you will greatly encourage us to make more games for you!" ^ "Postcards". ^ Magid, Lawrence J. (August 1982). "PC-Talk". PC Magazine. p. 143. Archived from the original on May 26, 2021. Retrieved October 21, 2013. ^ Callahan, Michael E. "The
 History of Shareware". Paul's Picks. Archived from the original on February 2, 2008. Retrieved May 13, 2008. A Horizon: Psychedelic science by Bill Eagles, (about 41 mins into programme) a b Erokan, Dennis (May 1985). "Andrew Fluegelman - PC-Talk and Beyond". MicroTimes. pp. 19-26. Retrieved March 12, 2025. A Pournelle, Jerry (July 1983)
 "Interstellar Drives, Osborne Accessories, DEDICATE/32, and Death Valley". BYTE. p. 323. Retrieved August 28, 2016. Markoff, John (September 26, 2016. Netrieved May 26, 2016. "Association of Software Professionals - A community of
 real people using real names running real software businesses". www.asp-shareware.org. Archived from the original on April 2, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 28, 2018. ^ "Bob Wallace Timeline". Erowid. January 12, 2004. Archived from the original on April 20, 2010. Retrieved April 20, 2010
 on May 24, 2014. ^ "FTP". Archived from the original on February 21, 2016. ^ "Anarchie v1.1.3 © 1993-94 Peter N Lewis". Archived from the original on October 28, 2015. If you purchase a site license, contact me for information on how to make Anarchie automatically set the OI PaidÓ flag in the Preferences dialog (for those who are interested, I
 leave the OI PaidO checkbox off on my machine to ensure that the About box is not too annoying and it doesnOt trouble me, so live with it :-) ^ Haque, James (February 23, 2020. Retrieved February 23, 2020. ^ Driscoll 2022,
pp. 117-120. ^ "PAD specification". Archived from the original on June 12, 2006. {{cite web}}: CS1 maint: bot: original URL status unknown (link) ^ "Code Signing and You". rogueamoeba.com. Archived from the original on October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll, Kevin (2022). The Modem World: A Prehistory of the October 18, 2016. Retrieved April 28, 2018. Driscoll 28
Social Media. Yale University Press. ISBN 978-0-300-24814-2. Retrieved June 4, 2022. Look up shareware in Wiktionary, the free dictionary. Independent Software redirects here. For the company founded in 2008, see Apogee Entertainment. 3D Realms
 Entertainment ApSFormerlyApogee Software ProductionsApogee Software, Ltd.Company typeSubsidiaryIndustryVideo gamesFounded1987; 38 years ago (1987) in Garland, Texas, USFounderScott MillerHeadquartersAalborg, DenmarkKey peopleFrederik Schreiber (CEO)ProductsList of 3D Realms gamesParentSaber Interactive (2021-
 present)Website3drealms.com 3D Realms Entertainment ApS is a video game publisher based in Aalborg, Denmark. Scott Miller founded the company in his parents' home in Garland, Texas, in 1987 as Apogee Software Productions to release his game Kingdom of Kroz. In the late 1980s and early 1990s, the company popularized a distribution model
 where each game consists of three episodes, with the first given away free as shareware and the other two available for purchase. Duke Nukem was a major franchise created by Apogee to use this model, and Apogee published Commander Keen and Wolfenstein 3D the same way. Apogee began using the brand name 3D Realms for its 3D games in
 1994, and in 1996 rebranded the company itself to 3D Realms to focus on traditionally-published 3D titles. Duke Nukem 3D (1996) was released under this name to great success. 3D Realms to focus on two extensively delayed games: Prey (2006), which was under development until
 being taken over by another studio in 2001, and Duke Nukem Forever (2011), which remained under development until 2009. The "Apogee Software" name, library, and logo were licensed to Terry Nagy in 2008, who established Apogee Software LLC to develop and publish ports and spinoffs of Apogee titles. In 2009, 3D Realms, citing financial
 issues, laid off its development team and the majority of its staff, effectively ceasing operations. In March 2014, the company was acquired by SDN Invest, a Danish holding company and part-owner of Interceptor Entertainment, and relaunched later that year as 3D Realms Entertainment ApS, headquartered in Denmark. 3D Realms Entertainment has
 since served as a games publisher. Miller remained an advisor for the company until 2021, when he and Nagy acquired the Apogee Entertainment, an independent games publisher. In August 2021, 3D Realms Entertainment was acquired by Embracer Group subsidiary Saber Interactive, which
 was spun off from Embracer in March 2024. In the early 1980s, Scott Miller often spent time in the computer lab of the high school he was attending, programming text adventures on the facility's Apple II and getting to know fellow student George Broussard.[1] Following graduation, both of them took jobs at local amusement arcade The Twilight
 Zone, allowing Miller to attend college and increase his interest in video games at the same time.[1] Following his sophomore year, Miller dropped out of the University of Dallas to focus entirely on video games, including participating in tournaments as well as programming his own games.[1] At that time, he found a special interest in the Turbo
 Pascal programming language and its easy integration on IBM Personal Computers.[2] Miller subsequently figured that his knowledge on video games should earn him more money than he made at The Twilight Zone, wherefore he, with assistance by Broussard, wrote a manual-style book on "how to beat video games".[1] The book fell into obscurity
installed in his parents' house in Garland, Texas, and started operating as a full-time independent game developer. [1] The Apogee Software logo Most games developed by Miller at the time used extended ASCII characters as graphics. [1][3] The format appeared popular to him but ultimately proved unsuccessful when pitching them to publishers,
adding to him not having a college degree or any professional experience in game development.[1] As such, he considered self-printing copies of his games, or distribution freely through bulletin board systems (BBS), where the boards' users make voluntary donations, a model known as shareware distribution.[1] As the prior option seemed too
expensive to Miller, he had to choose the latter, despite being urged not to by friends and colleagues.[1] Miller released Beyond the Titanic and Supernova as shareware games in 1986 and 1987, respectively, but income was low, at roughly US$10,000 donated in a year for both games combined.[1] Miller's next game, Kingdom of Kroz, was developed
to include 60 levels, more than what he wanted to release to the public for no cost.[1] As such, he developed a new distribution model, dubbed the "Apogee model", in which only a fraction of the game would be made available to play for free on BBS, which, upon completion, would display Miller's mailing address to the player and ask them to contact
him to buy the rest of the game.[1] He applied this model to Kingdom of Kroz by breaking it up into three parts, named episodes, and sharing the first one over BBS while retaining the other two for sale.[1][2] Released on November 26, 1987, Kingdom of Kroz was the first game to bear the name of Miller's one-man company, Apogee Software
Productions.[2] The game proved successful, with checks sent to Miller amounting to roughly US$80,000-US$100,000 and him receiving between US$100 and US$500 every single day.[2] Broussard later joined Apogee, merging his own, lesser-known game company Micro-FX into it.[4] In 1994, Apogee decided to launch different brand names for
each genre of games they published; it created 3D Realms for 3D games, publishing Terminal Velocity in 1995 and developing the 1996, however, Apogee renamed the company itself to 3D Realms to associate their brand with newer, 3D
titles, and stopped using the Apogee brand name.[6] The last game to be published under the Apogee name was Stargunner in 1996. Most of the proposed brands were never used, as 3D games like Duke Nukem became the company's focus. 3D Realms launched a brand for pinball games, Pinball Wizards, in February 1997, but only published Balls of
Steel (1997) under the name. [5] Beginning in 1997 3D Realms shifted from episodic MS-DOS titles to non-episodic console and personal computer games. In the process it abandoned the shareware model in favor of a traditional publishing model; it also largely ceased its activities as a developer that same year, releasing only Shadow Warrior (1997).
[7] The sole exceptions were Prey (2006), which stayed in development until 2001 when it was transferred to Human Head Studios, and Duke Nukem Forever (2011), which famously stayed in development at 3D Realms as vaporware until 2009. The "Apogee Software" name, library, and logo were licensed to Terry Nagy in 2008, who formed
Apogee Software, LLC as a separate company that would handle distribution, remakes, and other developments related to older Apogee Software, LLC was renamed Apogee Entertainment in 2021.[6] After Prey was transferred away from 3D Realms in 2001, the only
project under development at the company was Duke Nukem Forever, originally announced in 1997. The release date of the game was "when it's done."[9] 3D Realms continued some operations as a publisher and licensee of Duke Nukem-related
spinoffs and mobile games for the next few years. On May 6, 2009, the development of Duke Nukem Forever was halted, and major staff cuts were initiated with the entire development team and most other employees laid off. [10][11] According to Miller, the development was using up much of the company's funds as they struggled to bring in new 3D
rendering technology for the game, leading to the decision to cut their staff and sell the company.[12] On May 14, 2009, Take-Two, holders of the publishing rights of Duke Nukem Forever, filed a breach of contract suit against 3D Realms over failing to deliver the game.[13] Take-Two Interactive asked for a restraining order and a preliminary
injunction, to make 3D Realms keep the Duke Nukem Forever assets intact during proceedings. [14][15] On May 18, 2009, 3D Realms key executives announced that "3D Realms key executives announced that "3
upon the Duke Nukem franchise." They accused Take-Two of trying to acquire the Duke Nukem franchise in a "fire sale".[11] On September 3, 2010, Take-Two Interactive announced that development of Duke Nukem Forever had been shifted over to Gearbox Software, effectively ending 3D Realms' association with the game after 12 years of
development. 3D Realms remained credited as a co-developer on Duke Nukem Forever, due to their involvement in developing most of the game. The rights and intellectual property were sold to Gearbox, however, who became the owners of the Duke Nukem franchise.[16] An external developer, Interceptor Entertainment, started work on a fan-
project remake of Duke Nukem 3D: Reloaded was put on hold indefinitely. In an interview conducted with Scott Miller in
April 2011, Miller specified that 3D Realms was involved with several projects: "we have several projects underway, all fairly small—not any big console games. Once [Duke Nukem Forever] comes out we'll be definitely looking to invest into other projects, and maybe other up-n-coming [sic] teams who are blazing new trails on smaller platforms, like
smart phones and XBLA."[17] 3D Realms did not publish any released titles over the next few years, however. In June 2013, 3D Realms sued Gearbox for unpaid royalties as well as unpaid money for selling the Duke Nukem intellectual property.[18] The lawsuit was dropped in September 2013 with 3D Realms apologizing with an announcement that
they had resolved any differences they had with Gearbox. In February 2014, Gearbox sued 3D Realms, Interceptor Entertainment and Apoque Software, LLC for developing a new game called Duke Nukem franchise, and permission had not been granted by them
to develop the game. 3D Realms soon after released a statement admitting its wrongdoing.[19] The lawsuit was settled in August 2015, with Gearbox stressing that it was still the lawful owner of the Duke Nukem intellectual property.[20] In March 2014, SDN Invest, the part-owner of Interceptor Entertainment, acquired 3D Realms for an undisclosed
sum.[21] Mike Nielsen, the founder and chairman of SDN Invest, became the new chief executive officer of 3D Realms, [22] headquartered in Alborg, Denmark and incorporated in 2015 as 3D Realms Entertainment ApS.[23][24] Miller remained with the company as a creative consultant, [25] while Apogee Software LLC retained the license to the
Apogee brand and library. [26] In May 2014, 3D Realms announced they were to publish Bombshell by Interceptor Entertainment, [27] and in October 2014 the company returned to distributing its own titles with a digital anthology collection.
February 28, 2018, 3D Realms announced the game Ion Maiden, a prequel to Bombshell, developed by Voidpoint and using Ken Silverman's Build Engine. In May 2019, the company was hit with a $2 million trademark infringement lawsuit by heavy metal group Iron Maiden who claimed Ion Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden who claimed Ion Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement lawsuit by heavy metal group Iron Maiden was "nearly identical to the Iron Maiden trademark infringement laws in the Iron Maiden was "nearly identical to the Iron Maiden trademark infringement laws in the Iron Maiden was "nearly identical to the Iron Maiden wa
in appearance, sound and overall commercial impression" and was "attempting to trade off on Iron Maiden to Ion Fury to end to the lawsuit. Ion Fury was released on August 15, 2019. Since then, 3D Realms published Ghostrunner (2020) and announced several
projects which have been under development for multiple years without further notice.[31] In April 2021, Miller and Nagy acquired the Apogee Entertainment.[32] In 2022, Miller stated in a blog post that he was now uninvolved with 3D Realms and that "[the company] no longer
has any link to the past, other than in name only" because he was no longer there to help design and fund games. [33] In August 2021, Embracer Group announced that they acquired the company through Saber Interactive, which will be the parent company. [34] 3D Realms published Cultic on October 13 (2022). In March 2023, 3D Realms announced that they acquired the company through Saber Interactive, which will be the parent company.
that they hired Justin Burnham (formerly of Devolver Digital, Good Shepherd) to the position of CCO.[35] On September 30, 2023, 3D Realms held its 4th annual Realms Deep event modernizing the company's branding and announcing release dates for several previously-unreleased titles. Two days later on October 2, they published Ion Fury:
Aftershock in collaboration with developer Voidpoint. [36] On October 24, 2023, 3D Realms published Ripout into early access in collaboration with developer Troglobyte Games. [37] On November 5, 2023, 3D Realms published Ripout into early access in collaboration with developer Troglobyte Games.
(with Interplay) the Slipgate Ironworks-developed Kingpin Reloaded.[39] In mid-December, "at least half" of 3D Realms and Slipgate Ironworks was laid off as part of Embracer's restructuring.[40] Layoffs continued into January 2024.[41] On January 2024.[41] On January 2024.[41] On January 2024.[41] On January 2024.[40] Layoffs continued into January 2024.[41] On Ja
Graven out of early access.[42] On February 27, 3D Realms co-published (with Fulgrum Publishing) the Slipgate Ironworks and Killpixel Games-developed Wrath: Aeon of Ruin out of early access.[43] In March 2024, Saber Interactive was sold to Beacon Interactive, a new company from Saber co-founder Matthew Karch. Many of Saber's studios,
including 3D Realms, were included in the sale.[44] Main article: List of 3D Realms games ^ a b c d e f g h i j k l m n Plante, Chris (October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2017). "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2018. "Apogee: Where Wolfenstein got its start". Polygon. Archived from the original on October 26, 2018. "Apogee: Where Wolfenstein got its start got its 
Miller And 3D Realms, Page 4 of 10". Gamasutra. Archived from the original on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (March 31, 2006). "GameSpy Control on May 9, 2012. Retrieved March 5, 2018. A Keefer, John (Mar
Retro: Developer Origins, Page 10 of 19". GameSpy. Archived from the original on October 17, 2016. Retrieved July 18, 2017. ^ a b Plante, Chris (September 27, 2013). "Apogee: The one-man online game publisher of 1987". Polygon. Vox Media.
Archived from the original on October 18, 2016. Retrieved July 11, 2017. ^ a b "3D Realms Site: History". 3D Realms Site: History". 3D Realms Site: History". 3D Realms Site: History To Calore, Michael (December 7, 2009). "Vaporware 2009: A Call for Submissions". Wired. Condé Nast. Archived from the original on December 26, 2016.
Retrieved July 18, 2017. ^ "3D Realms Site: Duke Nukem Forever". 3D Realms Shuts Down (Updated)". Shacknews. Archived from the original on May 7, 2009. Retrieved May 6, 2009. ^ Chris (May 6, 2009). "Duke Nukem Developer 3D Realms Shuts Down (Updated)". Shacknews. Archived from the original on May 7, 2009. Retrieved May 6, 2009. ^ Chris (May 6, 2009). "Duke Nukem Developer 3D Realms Shuts Down (Updated)". Shacknews. Archived from the original on May 7, 2009. Archived from the original on May 7, 2009. The shackness of the shackne
a b "3D Realms: We're not closing, Spent $20M on Duke Nukem Forever". Kotaku Australia. May 18, 2009. Archived from the original on May 22, 2009. Retrieved May 19, 2009. ^ Boudreau, Ian (May 10, 2022). "Duke Nukem Forever destroyed 3D Realms' Apogee founder says". PCGamesN. Retrieved May 25, 2022. ^ Breckon, Nick (May 14, 2009).
"Take-Two Sues 3D Realms for Failing to Deliver Duke Nukem Forever (Updated)". Shacknews. Archived from the original on May 16, 2009. Retrieved May 16, 2009. Retrieved May 16, 2009. Shacknews. Archived from the original on May 18, 2009.
Retrieved May 16, 2009. ^ Faylor, Chris (May 16, 2009). "No $30M Offer for Duke Nukem IP". GameSpot. September 7, 2010. Retrieved January 9, 2023. ^ Green (April 15, 2011). "Our Five-Question Interview
with 3D Realms CEO Scott Miller". Duke 4. Archived from the original on March 30, 2016. Archived from the original on July 29, 2013. Retrieved August 10, 2013. Actived from the original on July 29, 2013. Retrieved August 10, 2013. Actived from the original on July 29, 2013. The original on July 29, 2014. Archived from the original on July 29, 2015. Actived from the original on July 29, 2015. Actived from the original on July 29, 2015. Actived from the original on July 29, 2016. Actived from the origin
 "Gearbox sues 3D Realms over Duke Nukem: Mass Destruction". Eurogamer. Archived from the original on October 9, 2016. Retrieved October 9, 2016. Retrieved October 6, 2016. Actrieved from the original on October 9, 2016. Retrieved October 6, 2016. Actrieved October 9, 2016. The Poole (August 19, 2016). The Poole (August 19, 2016) and the October 9, 2016 (August 19, 2016). The Poole (August 19, 2016) are the Poole (August 19, 2016) and the October 9, 2016 (August 19, 2016).
Wesley (March 3, 2014). "Interceptor buys 3D Realms amid Gearbox lawsuit". Eurogamer. Archived from the original on March 3, 2014. Archived from the original on December 20, 2018. Retrieved January 21,
2020. ^ Takashi, Dean (March 16, 2023). "3D Realms hires Justin Burnham as chief creative officer to level up action games". VentureBeat. Retrieved August 16, 2023. ^ Yin-Poole, Wesley (March 3, 2014). "Interceptor buys 3D Realms amid Gearbox
lawsuit". Eurogamer. Retrieved August 16, 2023. ^ Chalk, Andy (October 23, 2014). "3D Realms returns with 32-game anthology bundle". PC Gamer. Retrieved August 16, 2023. ^ Purchese, Robert (May 15, 2014). "3D Realms reveals PC and PS4 action-RPG Bombshell". Eurogamer. Archived from the original on June 2, 2016. Retrieved October 6,
2016. ^ Matulef, Jeffrey (October 23, 2014). "3D Realms returns, releases anthology". Eurogamer. Retrieved August 16, 2023. ^ Beaumont-Thomas, Ben (May 30, 2019). "Iron Maiden sue video game company for $2m over Ion Maiden
game". The Guardian. Archived from the original on June 4, 2019. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 7, 2020. Retrieved September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair, Brendan (April 20, 2021). "Scott Miller on September 5, 2020. A Sinclair on September 5, 2020. A Sinclai
relaunching Apogee Entertainment as indie publisher". GamesIndustry.biz. Retrieved August 16, 2023. ^ Miller, Scott (January 25, 2021). "Embracer Group acquires 3D Realms, CrazyLabs, Digixart, Easy Trigger, Force Field, Ghost Ship
Games, Grimfrost, and Slipgate Ironworks". Gematsu. ^ Takahashi, Dean (March 16, 2023). "3D Realms Deep 2023 Recap: 3D Realms Reboots with Ion Fury: Aftershock Shadow Drop, Kingpin: Reloaded, GRAVEN, and
WRATH Release Dates Revealed, New Titles Announced, and Much More " - Games Press". www.gamespress.com. Retrieved February 17, 2024. ^ "Pet Project Games to Release Ripout Into Early Access in October 2023 " - Games Press". www.gamespress.com. Retrieved February 17, 2024. ^ Handley, Zoey (November 16, 2023). "Gruesome medical
management game The Kindeman Remedy is out today". Destructoid. Retrieved February 17, 2024. Andy Chalk (October 2, 2023). "After 3 years of silence, Kingpin Reloaded resurfaces with a new trailer and a December release date". PC Gamer. Retrieved February 17, 2024. Rousseau, Jeffrey (December 18, 2023). "3D Realms and Slipgate
Ironworks reportedly see layoffs". GamesIndustry.biz. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2022). "Final Graven Early Access Update Out Now". TechRaptor. Retrieved March 6, 2024. ^ Perrault, Patrick (October 25, 2024). "Perrault, Patr
```