
Subject: Re: swmod

Posted by [LR01](#) on Tue, 28 Apr 2009 10:33:55 GMT

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htmlgod15 wrote on Mon, 27 April 2009 19:13 Well, its nice to know the full mod is still available from some mirrors.

What I'm really offering is a lot of the old original files, some of the .gmax and .3ds stuff that you can't get from the .pkg. I think that, with the files I have, someone else could take over the mod, or at least make a map or two out of it. If no one's interested then I'll just dumpster the stuff, but I figured this stuff might be of value to someone....

"someone else could take over the mod"

That happed, and as Zack said: "LucasArts canned the SWMOD production."
