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Subject: More New SWMOD Screenshots

Posted by [drunkill](#) on Wed, 12 May 2004 00:59:29 GMT

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lol they made a hanger on the death star, while they were trying to attack it lol...

yeah, it would be weird seeing that, but how else can you do it. or, you could modify a bit of a rebel carrier, and have the hanger bay entrance for that right next to the trench, so you fly out the ship, and into the trench, but then that would also suck, because the death star should have killed the ship before it got close.

yes, you will have to make neutral turrets, so it's not an unfair advantage for the rebels, and then you'd have to speed up the craft, and use the new script by jonwil, use the vehicle damage area, so if the vehicles crash into the wall, they get damaged, and also, you will either have to make an infantry death zone all across the level, so it's like space, and they will die, or just make it trigger zones outside, or something like that, so they die slowly.

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