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Subject: New SWMOD Screenshots

Posted by [htmlgod](#) on Mon, 10 May 2004 00:23:14 GMT

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I thought I'd drop by and show off a few pics of our new buildings and things that I've been working on. I'll be posting more soon, so go to <http://newhope.conquergaming.com> for more if you like what you see.

By the way, this is just a test map that I threw together, so don't tell me its a crappy map, its just a plane with a grass texture on it.

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Subject: New SWMOD Screenshots

Posted by [bigjoe14](#) on Mon, 10 May 2004 00:51:56 GMT

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That A-Wing looks pretty nice.

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Subject: New SWMOD Screenshots

Posted by [Cpo64](#) on Mon, 10 May 2004 01:24:27 GMT

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Gee, that one building with the big H's on it looks awful, I wonder who did it?

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Subject: New SWMOD Screenshots

Posted by [htmlgod](#) on Mon, 10 May 2004 01:28:55 GMT

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Infinint did. Whats wrong with it? The H's? I've already redone those, actually. What else?

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Subject: New SWMOD Screenshots

Posted by [SuperFlyingEngi](#) on Mon, 10 May 2004 01:29:09 GMT

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A-wing looks good.

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Subject: New SWMOD Screenshots

Posted by [Cpo64](#) on Mon, 10 May 2004 01:32:54 GMT

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htmlgodInfinint did. Whats wrong with it? The H's? I've already redone those, actually. What else?

Not just that, the interior, everything, it sucks, who ever did it should smack themselves.

\*Ouch\*

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Subject: New SWMOD Screenshots

Posted by [Spice](#) on Mon, 10 May 2004 01:39:39 GMT

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Infinint made all the buildings. ( If you werent being sarcastic) \*Cough\* The texture sucks.

\*Cough\*

The A-wing is so awsome. And I really like the armory. I also see you made icons for the building's lock on. Its looking great.

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Subject: New SWMOD Screenshots

Posted by [Infinint](#) on Mon, 10 May 2004 01:42:54 GMT

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SkeirArc made the H's. Anyways, before i begin, I have already blocked the entire team over their constant bickering. They keep asking me for a TPS report, I'm Not Even On The Team anymore, because i quit, because it was going no were with HTMLGOD in charge. The laser turret is crap, it needs to be taller for one and look at the end of the barrel, you'll see the major mapping error. Its good that you are using the elevators, they really add a nice touch to the game, but i suggest you add a visible means of how they actually move up and down, so their just no floating there. The A-wing is great, except the back engine textures. Which are just stretched around the

cylinder. Also i couldn't help but realize that I had that same cross hair texture before I had to re install Renegade. The anti infantry turret on the ground needed to be redone along time ago, I told you and you said it would be redone, its still the same.

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Subject: New SWMOD Screenshots  
Posted by [Cpo64](#) on Mon, 10 May 2004 01:46:17 GMT  
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Sure Infinint made the buildings, but who textured the Air Pad and its interior? Its funny because no one knows

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Subject: New SWMOD Screenshots  
Posted by [Infinint](#) on Mon, 10 May 2004 01:47:38 GMT  
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I did make all the buildings, but I did not texture them. I made 3 of the ties, 2 were replaced. I made the V-wing, the unit with scram jets, and I made the final, lower poly, version of the PT, if it was used. It was my idea to used elevators to keep the realistic ness of the game up. And I also figured out how to make scram jets. I also made the R2 astrometrics driod.

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Subject: New SWMOD Screenshots  
Posted by [Spice](#) on Mon, 10 May 2004 01:54:25 GMT  
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You textured them? Im guessing thats where your getting at.

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Subject: New SWMOD Screenshots  
Posted by [Infinint](#) on Mon, 10 May 2004 01:59:24 GMT  
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Infinint did not texture the structures. Infinint only texture the Imperial armory, the Rebel armory and the Imperial pad.

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Subject: New SWMOD Screenshots  
Posted by [Spice](#) on Mon, 10 May 2004 02:07:12 GMT  
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Bleh I kinda focused that toward cpo.

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Subject: New SWMOD Screenshots

Posted by [Infinint](#) on Mon, 10 May 2004 02:21:49 GMT

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Oh ya, Alan did texture them, he's also that Ren alert member I was referring too who didn't want you to know his name. Oh well, its out now.

---

Subject: New SWMOD Screenshots

Posted by [Cpo64](#) on Mon, 10 May 2004 02:23:12 GMT

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I still think I did a crap job

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Subject: New SWMOD Screenshots

Posted by [Infinint](#) on Mon, 10 May 2004 02:26:22 GMT

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:thumbsup:

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Subject: New SWMOD Screenshots

Posted by [icedog90](#) on Mon, 10 May 2004 05:12:06 GMT

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Yeah mmk that's great, just remember we need you to fill out those TPS reports by friday, mmk?

And don't forget, we FIRED your ass off before you even thought about quitting. So don't even get any ideas on stepping in saying YOU did a great job and we fired you because "HTMLGOD was being HTMLGOD."

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Subject: New SWMOD Screenshots

Posted by [Spice](#) on Mon, 10 May 2004 05:20:59 GMT

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InfinintOh ya, Alan did texture them, he's also that Ren alert member I was referring too who didn't want you to know his name. Oh well, its out now.

what Renalert member

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Subject: New SWMOD Screenshots

Posted by [Cpo64](#) on Mon, 10 May 2004 06:12:19 GMT

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LOL

We got you guys so confused,

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Subject: New SWMOD Screenshots  
Posted by [Spice](#) on Mon, 10 May 2004 08:45:24 GMT  
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I hade it then I lost it .....

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Subject: New SWMOD Screenshots  
Posted by [htmlgod](#) on Mon, 10 May 2004 10:04:20 GMT  
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Quote:It was my idea to used elevators to keep the realistic ness of the game up

No, it was your idea to use teleporters instead of elevators, since you said elevators caused lag...

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Subject: New SWMOD Screenshots  
Posted by [cowmisfit](#) on Mon, 10 May 2004 10:29:06 GMT  
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Actually i came up with something way cooler than the H, but i just cant get texutring right and waht not so HTMLGOD is finishing it.

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Subject: New SWMOD Screenshots  
Posted by [Renx](#) on Mon, 10 May 2004 11:02:35 GMT  
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EXdeath7InfinintOh ya, Alan did texture them, he's also that Ren alert member I was referring too who didn't want you to know his name. Oh well, its out now.

what Renalert member

Cpo64, he does 3D level design. Check the staff page.

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Subject: New SWMOD Screenshots  
Posted by [Infinint](#) on Mon, 10 May 2004 14:33:41 GMT

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See the whole team is a bunch of stupid idiots who keep wanting me to turn in these TPS reports. Ice dog sees to have the most trouble making up statement about me having to turn them in because he keeps saying the same thing.

---

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Subject: New SWMOD Screenshots  
Posted by [Aimbots](#) on Mon, 10 May 2004 15:21:46 GMT  
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infinint didnt quit, he was kicked out for being a retard , htmlgod told you exactly what you were supposed to do infinint, and you just argued with him, you said that there should be teleporters, you lazy asshole

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Subject: New SWMOD Screenshots  
Posted by [Infinint](#) on Mon, 10 May 2004 15:31:22 GMT  
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You my freind, are an idiot. With that said, you need to shut up.

---

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Subject: New SWMOD Screenshots  
Posted by [ericlaw02](#) on Mon, 10 May 2004 17:08:00 GMT  
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Your fried chicken?

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Subject: New SWMOD Screenshots  
Posted by [Aimbots](#) on Mon, 10 May 2004 18:12:09 GMT  
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InfinintYou my freind, are an idiot. With that said, you need to shut up.

no YOU are an idiot for arguing with htmlgod

---

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Subject: New SWMOD Screenshots  
Posted by [htmlgod](#) on Mon, 10 May 2004 20:18:27 GMT  
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Yeah, infinint. Just don't forget about the new coversheet on those TPS reports of yours.

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Subject: New SWMOD Screenshots  
Posted by [Infinint](#) on Mon, 10 May 2004 20:40:57 GMT  
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htmlgodYeah, infinint. Just don't forget about the new coversheet on those TPS reports of yours.

This is self explanatory but for thoughts who cannot understand, like aimbots, i will waste my time just for you

This is all they can say to me, and supposable to anyone else. How does that make me an idiot for arguing with them when they cant get their minds of this TPS report thing.

This is pointless arguing with idiots like this.

---

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Subject: New SWMOD Screenshots  
Posted by [Aimbots](#) on Mon, 10 May 2004 21:14:06 GMT  
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InfininthtmlgodYeah, infinint. Just don't forget about the new coversheet on those TPS reports of yours.

This is self explanatory but for thoughts who cannot understand, like aimbots, i will waste my time just for you

This is all they can say to me, and supposable to anyone else. How does that make me an idiot for arguing with them when they cant get their minds of this TPS report thing.

This is pointless arguing with idiots like this.

wasting your time? if you gave a decent reason in the first place for being a fag and arguing, then maybe you wouldnt have to "waste your time"

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Subject: New SWMOD Screenshots  
Posted by [Cpo64](#) on Mon, 10 May 2004 21:56:48 GMT  
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Yay were all idiots!

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Subject: New SWMOD Screenshots

Posted by [icedog90](#) on Tue, 11 May 2004 00:54:27 GMT

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Infinint, you need to shut the fuck up already. Nobody is going to kiss your sorry ass for "quitting" our team. If your mind is so set on replying to every post that has to do with us, and flaming us, saying we are shit heads for "letting you quit", then it makes it obvious you regret "leaving the team". Stop bugging us, because it's not going to stop us. We're already getting into beta stage, and you can't do shit about that.

Also, if you think you're all that great, then explain this:

My temple: [http://newhope.conquergaming.com/newsadmin/data/upimages/Rendered\\_Temple.jpg](http://newhope.conquergaming.com/newsadmin/data/upimages/Rendered_Temple.jpg)

Infinint's new and improved version of my temple:

<http://newhope.conquergaming.com/newsadmin/data/upimages/temple.jpg>

Yeah, really. You're spectacular at modeling. Mmk.

Keep in mind that picture of my temple is old, it's been changed, fixed, and it doesn't have those various bugs like the texture around the top being rotated and the supports mixed in the top.

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Subject: New SWMOD Screenshots

Posted by [cowmisfit](#) on Tue, 11 May 2004 10:22:54 GMT

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LOL icedog thats funny

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Subject: New SWMOD Screenshots

Posted by [Aimbots](#) on Wed, 12 May 2004 15:08:58 GMT

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icedog90Infinint, you need to shut the fuck up already. Nobody is going to kiss your sorry ass for "quitting" our team. If your mind is so set on replying to every post that has to do with us, and flaming us, saying we are shit heads for "letting you quit", then it makes it obvious you regret "leaving the team". Stop bugging us, because it's not going to stop us. We're already getting into beta stage, and you can't do shit about that.

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Infinint's new and improved version of my temple:

<http://newhope.conquergaming.com/newsadmin/data/upimages/temple.jpg>

Yeah, really. You're spectacular at modeling. Mmk.

---



Keep in mind that picture of my temple is old, it's been changed, fixed, and it doesn't have those various bugs like the texture around the top being rotated and the supports mixed in the top.

real proof that infinint is "T3H 1337357 UT MODLING!!11!1!11" :rolleyes:

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