
Subject: More New SWMOD Screenshots
Posted by [htmlgod](#) on Mon, 10 May 2004 22:24:10 GMT
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Here are a few more screenshots to appease the masses. Starting to look pretty interesting, isn't it? Our Homepage is <http://newhope.conquergaming.com>, for those of you who didn't know it already, so head over there to see our other various updates.

Subject: More New SWMOD Screenshots
Posted by [Cpo64](#) on Mon, 10 May 2004 22:45:33 GMT
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Stop posting screenshots, release an alpha ^_^

Subject: More New SWMOD Screenshots
Posted by [Spice](#) on Mon, 10 May 2004 22:48:12 GMT
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LOL looks like you were getting owned by those Rebel Defense Cannons I really like the the time bomber in game. The texture is nice. Same goes for the tie interceptor. The basic tie doesnt look so good. But thats just because the model doesnt look very good The wings should have more detail like this model.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Mon, 10 May 2004 22:57:02 GMT
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you have to release a level editor, with all the presets and such, you have to

Subject: More New SWMOD Screenshots
Posted by [Spice](#) on Mon, 10 May 2004 23:13:15 GMT
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oblivion165you have to release a level editor, with all the presets and such, you have to
LOL I think ive asked HTML like 6 times to release the presets already Cant wait

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Mon, 10 May 2004 23:46:13 GMT
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ive worked on the trench run for awhile, i just cant find or make a texture that fits right, it just isnt the same

Subject: More New SWMOD Screenshots
Posted by [htmlgod](#) on Tue, 11 May 2004 00:11:39 GMT
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Oblivion, I hope by "trench run" you're not referring to the rebel training academy on Tatoonie where Luke Skywalker learned to fly.... Blazea has already nearly completed his own version of that map. Lol.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Tue, 11 May 2004 00:27:55 GMT
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Death Star, but thats a great map too

i plan to have those big turrets shooting into the sky, ties flying over head,i have the concept layed out real nice.

Subject: More New SWMOD Screenshots
Posted by [icedog90](#) on Tue, 11 May 2004 01:04:20 GMT
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I'm currently on the process of DeathstarDM.

You guys are gonna love it.

EXdeath7The wings should have more detail like this model.

Yeah, just remember that not everything we release is in its final stage.

Subject: More New SWMOD Screenshots
Posted by [SuperFlyingEngi](#) on Tue, 11 May 2004 01:16:26 GMT
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Tie Bomber doesn't look as good as the A-Wing.

Subject: More New SWMOD Screenshots
Posted by [Spice](#) on Tue, 11 May 2004 01:16:58 GMT
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Ya I meant to show that pic forever ago but forgot :oops: Trench run sounds awesome oblivion. Send me some pics when you get to a the finishing part of it.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Tue, 11 May 2004 03:52:13 GMT
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Its just in basic stage right now, not much detail, not even textured, you cant see much in these screens, but its coming along. I havent worked on it in along time, i started it right after i made the Duel Arena, but you guys didnt show much interest, so i kinda scrapped it.

The walls need to be taller, so aircraft can fly, and more barriers scattered around. Plus alot more detail.

Subject: More New SWMOD Screenshots
Posted by [htmlgod](#) on Tue, 11 May 2004 09:39:11 GMT
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If you want, oblivion, you can use our turbolaser model in that map, since they were like EVERYWHERE in the trench. You'd probably have to either make them weaker or make the ships faster, though, for anyone to last very long.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Tue, 11 May 2004 16:03:07 GMT
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That would be great. just Pm me a link or i can give you a ftp address to upload to.

Its coming along, it will be darker in play, those turrets will spruce it up real nice.

Subject: More New SWMOD Screenshots
Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 00:26:03 GMT
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Oh, make it so players start way away from the trench and out of turret range, and have to shoot down in to the trench to avoid a ton of turbolasers that would kill a plane in about 4 seconds. Also this would encourage en masse attacks.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Wed, 12 May 2004 00:39:11 GMT
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its a good idea its just really hard to do, i would have to model the entire death star....Kinda, basically how it is now, on each end of the trench is a Hanger, and the hangers are the bases of Imperial and Rebel (Rebels made a base on the death star, for attacking)

the tunnel will vary in turrets, one side will have rebel, and the otehr imperial, and also in the middle nothing will be there, so they can have dogfights and such. Trust me, you dont want to walk this thing out on foot.

but i still need their models of buildings and turrets before i can finish this up, so it might be until they release the beta, and thats if they will allow me to extract their files. HtmlGod doesnt seem to mind.

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 modle abit of a rebel carrier, and have the hanger bay entrance for that right next to the trench, so you fly out the shit, and into the trench, but then that would also suck, because the death star should of killed the ship before it got close.

yes, you will have to make nuteral turrets, so its 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 vech damage area, so if the vechs crash into the wall, they get damaged, and also, you will either have to make a infantry death zone all across the level, so its like space, and they will die, or just make it tib zones

outside, or something like that, so they die slowly.

Subject: More New SWMOD Screenshots

Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 01:08:19 GMT

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You could make it seem like they stole an imperial hanger, if you're really interested in plot. Just use the same plan as the imperial hanger but put lots of Rebel memorabilia around it [rebel boxes and vehicles and such]

Subject: More New SWMOD Screenshots

Posted by [Oblivion165](#) on Wed, 12 May 2004 01:23:30 GMT

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Well they didnt make a hanger, they just made a base in one. Kinda like force commander. the rebel carrier was in my thoughts too, having it right above the trench, and you fly down into combat....maybe in SP, but for now no, there is just too much field of view in that, i would have to make the whole death star.

No neutral turrets, just the middle wouldnt have any turrets period.

He posted that right before i posted this.

Subject: More New SWMOD Screenshots

Posted by [drunkill](#) on Wed, 12 May 2004 02:12:31 GMT

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ahhh, i kinda get it, yeah. so the trench widens for the middle? or same width?

and yeah, i thought you ment they built it on the death star, that would be sily, but capturing one, thats not too bad, yeah, just a few crates and boxes, and one or 2 Xwings for display purposes heh. but yeah. it would be a cool level.

Subject: More New SWMOD Screenshots

Posted by [Oblivion165](#) on Wed, 12 May 2004 02:38:14 GMT

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yeah, its a decent idea.

the picture is longways, the trench from the side, the two verticle lines are just to mark the middle of the trench. Here is a 3d view, and from the other angle

Subject: More New SWMOD Screenshots
Posted by [icedog90](#) on Wed, 12 May 2004 05:31:28 GMT
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I suggest changing the plot to where they took over an imperial hanger, because why would they build a base on the deathstar? It just wouldn't make sense.

Also, you've got another problem. People can't survive in space. You'll have to make an interior for infantry to battle in, and the trench for air battle, if you were really devoted in making this level work.

Before you extract ANYTHING from our mod for you to use for your levels, just make sure you ask us first.

Subject: More New SWMOD Screenshots
Posted by [Spice](#) on Wed, 12 May 2004 05:48:04 GMT
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Excellent Idea. Take a docking bay and make the blue walkable/drivable through transparenny barrier as the shield between the docking bay and space.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Wed, 12 May 2004 18:30:09 GMT
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icedog90I suggest changing the plot to where they took over an imperial hanger, because why would they build a base on the deathstar? It just wouldn't make sense.

Thats how it is

Quote:Also, you've got another problem. People can't survive in space. You'll have to make an interior for infantry to battle in, and the trench for air battle, if you were really devoted in making this level work.

alreay mentioned above, you cant walk it, you wouldnt want to. Aircraft will be surplus.

Quote:Before you extract ANYTHING from our mod for you to use for your levels, just make sure you ask us first.

also mentioned above...by me.

Quote:but i still need their models of buildings and turrets before i can finish this up, so it might be until they release the beta, and thats if they will allow me to extract their files. HtmlGod doesnt seem to mind.

Subject: More New SWMOD Screenshots
Posted by [Oblivion165](#) on Wed, 12 May 2004 18:33:05 GMT
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EXdeath7Excellent Idea. Take a docking bay and make the blue walkable/drivable through transparency barrier as the shield between the docking bay and space.

already made it last night , i just need it to animate, except one was blue and the other red.

I shrunk the images, the texture on the force field doesnt look that square in realtime.
