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Subject: SWMOD In-Game Screenshots

Posted by [htmlgod](#) on Mon, 17 May 2004 03:22:54 GMT

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Here are a few more action-packed screenshots from a recent internal alpha test with a few friends of mine. Head over to the site, <http://newhope.conquergaming.com> for more pictures.

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Subject: SWMOD In-Game Screenshots

Posted by [Oblivion165](#) on Mon, 17 May 2004 03:34:35 GMT

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looks great html. I think the mod will be a big hit

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Subject: SWMOD In-Game Screenshots

Posted by [Dishman](#) on Mon, 17 May 2004 03:43:33 GMT

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Hmm, looks nice, some of the textures on the aircraft need some redoing, though (like the Y-Wing). Also, what's up with the detaching crosshair? In some images it's half one place, half somewhere else, unless it's part of that free-view thing. I don't know, just fill me in.

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Subject: SWMOD In-Game Screenshots  
Posted by [Battousai](#) on Mon, 17 May 2004 05:51:24 GMT  
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That looks awesome... nice work...

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Subject: SWMOD In-Game Screenshots  
Posted by [Spice](#) on Mon, 17 May 2004 07:19:15 GMT  
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DishmanHmm, looks nice, some of the textures on the aircraft need some redoing, though (like the Y-Wing). Also, what's up with the detaching crosshair? In some images it's half one place, half somewhere else, unless it's part of that free-view thing. I don't know, just fill me in.

Thats they way the crosshairs are. 1 reticle for vechicle limit and one for aiming and looking. Pics are great I thought the X-wing wasnt done yet

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Subject: SWMOD In-Game Screenshots  
Posted by [htmlgod](#) on Mon, 17 May 2004 10:45:10 GMT  
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Yeah, the y-wing has been re-modeled and will be retextured shortly. Same with the Tie Interceptor, another one of our models that didn't turn out very nicely.

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Subject: SWMOD In-Game Screenshots  
Posted by [Renx](#) on Mon, 17 May 2004 11:09:57 GMT  
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That looks excellent, keep up the good work.

I'm hoping most of the maps for this will be objective bases though...Since that's pretty much what every starwars mission was.

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Subject: SWMOD In-Game Screenshots  
Posted by [icedog90](#) on Tue, 18 May 2004 01:22:51 GMT  
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The next alpha will have better looking levels, including two that I've been recently working on. Sadly, none of my levels have been included into this alpha because of business and not enough time.

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Subject: SWMOD In-Game Screenshots  
Posted by [maytridy](#) on Tue, 18 May 2004 01:25:07 GMT  
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From the first alpha I played with you guys, this has really improved. Nice work.

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Subject: SWMOD In-Game Screenshots  
Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 21:26:09 GMT  
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Looks really cool. But you need to remake the Imperial Landing Craft and the Y-wing.

P.S.: Can I be an alpha tester? pullllleeeeeeezzz?

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Subject: SWMOD In-Game Screenshots  
Posted by [htmlgod](#) on Wed, 19 May 2004 11:15:49 GMT  
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First of all, that isn't the Imperial Landing Craft, its the Imperial Lambda-Class Shuttle. And we've already got a new y-wing model, just waiting to be textured, as I think I said already. We're also redoing the Tie-Interceptor, which you may have noticed was not featured in any-closeups .

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