
Subject: New SWMOD Screenshots...

Posted by [htmlgod](#) on Thu, 20 May 2004 11:04:44 GMT

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I thought I'd show off some more screenshots from Renegade: A New Hope, while we wait for a few more maps and some textures... In case you didn't know, our site is <http://newhope.conquergaming.com>, and our homepage features pictures of all units, characters, weapons, buildings, as well as a massive gallery of in-game screenshots.

[img]<http://newhope.conquergaming.com/newsadmin/data/upimages/ScreenShot17.jpg>[img]

Subject: New SWMOD Screenshots...

Posted by [DanSolo](#) on Thu, 20 May 2004 11:19:27 GMT

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Imao jabba the hut model, fantastic

Subject: New SWMOD Screenshots...

Posted by [gendres](#) on Thu, 20 May 2004 11:22:23 GMT

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that X-wing needs work as well as the texturing on the map, and... well Jabba is too thin. everything else is ok

Subject: New SWMOD Screenshots...

Posted by [htmlgod](#) on Thu, 20 May 2004 11:30:40 GMT

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If we made him much bigger than that he wouldn't fit through doorways.

Subject: New SWMOD Screenshots...

Posted by [Deactivated](#) on Thu, 20 May 2004 11:58:01 GMT

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One thing that bothers me.. why the PT has A-10 and Hornet in the side panel?

Subject: New SWMOD Screenshots...

Posted by [rm5248](#) on Thu, 20 May 2004 22:03:35 GMT

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Yeah, X-wing needs some textureing, teh colors are fine though.

I'm not sure about the PT though.... the image... I just don't like it...

Subject: New SWMOD Screenshots...

Posted by [SuperFlyingEngi](#) on Sat, 22 May 2004 15:59:11 GMT

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Jabba the Hutt looks really small and deformed - you should make him a vehicle, not a character, so he can be quite large.
