
Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Fri, 26 Nov 2004 02:02:01 GMT
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Here is the remodeled and retextured Scout Pistol, a multipurpose blaster used by the Imperials in a variety of circumstances. The model and texture were made by Exdeath and Prometheus respectively. The model is 1412 polygons, and the texture map is 512x512 TGA. This will be the secondary weapon of all Imperial characters in our mod.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Fri, 26 Nov 2004 02:44:15 GMT
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it's so beautiful, i might just cry

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Fri, 26 Nov 2004 03:49:44 GMT
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Looks really good! :thumbsup:

Subject: Renegade: A New Hope Update
Posted by [Panther](#) on Fri, 26 Nov 2004 04:09:13 GMT
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how sad.

Subject: Renegade: A New Hope Update
Posted by [Vitaminous](#) on Fri, 26 Nov 2004 04:42:52 GMT
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Great, you're giving us a gun we can't use because it has no trigger.

Subject: Renegade: A New Hope Update
Posted by [Doitle](#) on Fri, 26 Nov 2004 04:50:46 GMT
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You can't see the trigger in game and none of the WW models had triggers. I do the same on my

models, no trigger. Looks good HTMLGOD. Any chance we could see some more angles? The two sides are near identical so we don't get much from seeing both sides.

Subject: Renegade: A New Hope Update
Posted by [laeubi](#) on Fri, 26 Nov 2004 06:51:02 GMT
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Well, but I don't bother if there are triggers or not because in most cases you won't notice that, but if you will make custom Hand positions you should add one so the person can pull the trigger, that looks a little bit nicer.

Nice Model anyways.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 26 Nov 2004 07:21:11 GMT
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Guys, a trigger is a waste of polygons for Renegade, since it is static. Also, in 90% of the references for this gun there is no trigger, which means it probably fires a different way.

Subject: Renegade: A New Hope Update
Posted by [laeubi](#) on Fri, 26 Nov 2004 07:38:45 GMT
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I must again disagree..
The trigger can be animated together with custom hand positions
And a trigger would.. hmmm cost about ~10 polys... I don't think that this will cause a recognizable drop in the FPS

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 26 Nov 2004 09:34:50 GMT
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icedog90Also, in 90% of the references for this gun there is no trigger, which means it probably fires a different way.

Subject: Renegade: A New Hope Update
Posted by [Renardin6](#) on Fri, 26 Nov 2004 17:15:59 GMT

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Don't act like an ass Aprime, It's a fucking good model. Just shut the fuck up.

Subject: Renegade: A New Hope Update
Posted by [SuperMidget](#) on Fri, 26 Nov 2004 17:20:03 GMT

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oh my fucking gawd, you guys are debating over the fact that you can't use a pistol in a GAME because there is no trigger on it.. Let it die already guys.. :rolleyes:

Subject: Renegade: A New Hope Update
Posted by [cheesesoda](#) on Fri, 26 Nov 2004 17:26:20 GMT

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SuperMidgetoh my fucking gawd, you guys are debating over the fact that you can't use a pistol in a GAME because there is no trigger on it.. Let it die already guys.. :rolleyes:

oh my fucking gawd, you have no place to say anything because you know nothing about this community.. :rolleyes:

Subject: Renegade: A New Hope Update
Posted by [MilkyLep](#) on Fri, 26 Nov 2004 18:05:10 GMT

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Looks good , doesn't need a trigger.

Subject: Renegade: A New Hope Update
Posted by [Pendullum](#) on Fri, 26 Nov 2004 19:49:13 GMT

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Its a well made model and texture with or without a trigger..

Subject: Renegade: A New Hope Update
Posted by [WNxCABAL](#) on Fri, 26 Nov 2004 20:11:28 GMT

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Great model!

Subject: Renegade: A New Hope Update

Posted by [exnyte](#) on Fri, 26 Nov 2004 21:51:08 GMT

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j_ball430oh my fucking gawd, you have no place to say anything because you know nothing about this community.. :rolleyes:

And who are you to say who has the right to say what around here?

Subject: Renegade: A New Hope Update

Posted by [Madtone](#) on Fri, 26 Nov 2004 21:52:47 GMT

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j_ball430SuperMidgetoh my fucking gawd, you guys are debating over the fact that you can't use a pistol in a GAME because there is no trigger on it.. Let it die already guys.. :rolleyes:
oh my fucking gawd, you have no place to say anything because you know nothing about this community.. :rolleyes:

He has every right to say what he wants.. The joys of "Public Forums". How do you know how long he's been browsing these forums for..

I do agree with SuperMidget though, why you guys being so pedantic?

Subject: Renegade: A New Hope Update

Posted by [Spice](#) on Fri, 26 Nov 2004 22:41:23 GMT

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Thanks , This is only my third weapon model. I originally started on as a mapper and just started modeling other things that needed to be done.

We only have a handful of people:

Htmlgod (Team leader/Rigging/Mapping/modeling/Texturing)

Icedog90 (Maping/Modeling)

Neosaber (Rigging/Compiling)

Duckphucker (Character modeling)

Prometheus (Main Texture Artist/Weapon modeler)

That's everyone active. Everyone else just kind of bailed , as Far as I know. We need a texture artist for vehicles pretty bad. Htmlgod is the leader of the mod I'm just saying what is on my mind.

This still need's to be textured:

PM htmlgod if you are intrested

Subject: Renegade: A New Hope Update
Posted by [Doitle](#) on Fri, 26 Nov 2004 23:52:48 GMT
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Is Supermidjet related to SuperFlyingEngi?

I'd try to texture that X-wing if it was unwrapped...

Subject: Renegade: A New Hope Update
Posted by [M1Garand8](#) on Fri, 26 Nov 2004 23:53:40 GMT
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Looks good. Too bad that I suck at UVW Unwrap.

Subject: Re: Renegade: A New Hope Update
Posted by [YSLMuffins](#) on Sat, 27 Nov 2004 01:09:10 GMT
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htmlgodHere is the remodeled and retextured Scout Pistol, a multipurpose blaster used by the Imperials in a variety of circumstances. The model and texture were made by Exdeath and Prometheus respectively. The model is 1412 polygons, and the texture map is 512x512 TGA. This will be the secondary weapon of all Imperial characters in our mod.

[img]http://newhope.conquergaming.com/newsadmin/data/upimages/scoutb_full.jpg[img]

I like it. :thumbsup: But for all purposes nonetheless, people tend to be a lot pickier with renders, since they probably show off the most detail you'll ever see. I have to say, though, that the lack of a trigger does stand out in a render.

Subject: Renegade: A New Hope Update
Posted by [cheesesoda](#) on Sat, 27 Nov 2004 01:26:05 GMT
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majikentj_ball430oh my fucking gawd, you have no place to say anything because you know nothing about this community.. :rolleyes:

And who are you to say who has the right to say what around here?
He knows nothing of the community, and if he did he would realize that there's no way to stop senseless flaming. Not to mention he's all up in arms over it.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sat, 27 Nov 2004 06:59:36 GMT

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Doitlells Supermidget related to SuperFlyingEngi?

I'd try to texture that X-wing if it was unwrapped...

I believe it is already unwrapped...

Subject: Re: Renegade: A New Hope Update
Posted by [htmlgod](#) on Sat, 27 Nov 2004 12:32:48 GMT

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YSLMuffinsI have to say, though, that the lack of a trigger does stand out in a render.

I agree completely. However, based on references in an authorized starwars "Guide to Weapons and Technology," as well as online sources, this weapon has no traditional trigger.

shrugs

Subject: Renegade: A New Hope Update
Posted by [exnyte](#) on Sat, 27 Nov 2004 16:03:00 GMT

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j_ball430majikentj_ball430oh my fucking gawd, you have no place to say anything because you know nothing about this community.. :rolleyes:

And who are you to say who has the right to say what around here?

He knows nothing of the community, and if he did he would realize that there's no way to stop senseless flaming. Not to mention he's all up in arms over it.

That still doesn't explain to me the reason why you think, of all people, you have the right to tell him what he can and can't say.

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sat, 27 Nov 2004 16:54:45 GMT

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Let's not ruin another mod thread? Kthx.

Subject: Renegade: A New Hope Update
Posted by [Vitaminous](#) on Sat, 27 Nov 2004 19:41:46 GMT

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Renardin6Don't act like an ass Aprime, It's a fucking good model. Just shut the fuck up.

Did I say otherwise? No, I just made a comment concerning the absence of the trigger on the model.

Personally, I believe the trigger is an hidden button in the holding area.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sat, 27 Nov 2004 23:45:22 GMT
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will there be light sabers?

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sun, 28 Nov 2004 03:36:03 GMT
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It's possible, but it's something that's been debated for a long time.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 03:45:37 GMT
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Cool, is there a single player that will have Vader chop off Luke's hand and go:

STFU and go to your room Luke, you were a mistake

j/k, but is there a single player?

Subject: Renegade: A New Hope Update
Posted by [Doitle](#) on Sun, 28 Nov 2004 03:50:51 GMT
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I think you could make a light saber. What you could do is have a slashing firing animation, with an invisible barrel that's not attached to the model just floating in front of the person. Make it fire an insanely high amount of particles instantly but they only go like 4 ft or whatever the reach of the Lightsaber is. I think that might work. I dunno... try it.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 03:58:16 GMT

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just make a damage area akin to the tiberium damage just way more and put that around the end of the light saber and add some team properties...

sorry, I am not responsible for any messed up advice I give.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sun, 28 Nov 2004 04:01:05 GMT

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We know how to do it, it's just a matter of who would waste their money to go out in a field and run screaming "OMGF BAEM OFF LGHTI >> YUO!!!111".

Meaning, good luck attempting to sneak up on someone to slice them.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 04:04:00 GMT

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maybe give them high amounts of life and something like faster running etc.

Subject: Renegade: A New Hope Update
Posted by [cheesesoda](#) on Sun, 28 Nov 2004 04:09:00 GMT

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icedog90We know how to do it, it's just a matter of who would waste their money to go out in a field and run screaming "OMGF BAEM OFF LGHTI >> YUO!!!111".

Meaning, good luck attempting to sneak up on someone to slice them.
You'd think the knife in CS:S would be useless, but I'm seeing more and more people getting knifed.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 04:27:49 GMT

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What I think:

Faster Running
A little more health
Instant kill on infantry hit

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sun, 28 Nov 2004 05:02:30 GMT
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It was always something that needed to be tested, but for after a release.

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sun, 28 Nov 2004 05:09:13 GMT
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Or, you can just fuck the Jedi and make it purely blasters and grenades, which in my opinion would be funner.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 05:12:33 GMT
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or you could make the jedi and say GOOD FUCKING LUCK

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 05:36:57 GMT
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no self respecting star wars game can not have a jedi. Thats the most famous thing from the series. By the way, when is that coming out? last time i played it, it seemed almost ready.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sun, 28 Nov 2004 05:49:33 GMT
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You played it?

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sun, 28 Nov 2004 05:55:57 GMT
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StarWars Battlefront came out, no lightsabers or Jedi, and people love it. Soo, your point is?

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 06:16:35 GMT
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icedog90You played it?
yeah ive played it.

j4S[p]StarWars Battlefront came out, no lightsabers or Jedi, and people love it. Soo, your point is?
there are both.

battlefront was ok....i got it for ps2 and i hated the fact that you couldnt be a jedi. I hated it even more that you couldnt kill jedi's in that game. Plus it was like a 5 mission game. 2 hours after i bought it, it was back in the case.

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sun, 28 Nov 2004 06:19:28 GMT
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And that... is why PC > Consoles. Battlefront's multiplayer is awesome, but it's single player sucks.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 06:21:45 GMT
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im all for the pc versions of things. I hate ports, its worse than hardcopy.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Sun, 28 Nov 2004 07:21:41 GMT
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Wait a fucking second, how did you get a hold of one of our alphas?

Subject: Renegade: A New Hope Update
Posted by [Pendullum](#) on Sun, 28 Nov 2004 09:15:04 GMT
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Remember the leak from deadaim? He was probably one of the people that recieved it, be lucky that only a small group of people got it before it was cracked down on.

Subject: Renegade: A New Hope Update
Posted by [laeubi](#) on Sun, 28 Nov 2004 11:27:42 GMT
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can't the lightsaber not replace the Shotgun trouper?? The even don't has a long range but are usefull sometimes

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 14:54:44 GMT
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But lightsabers are like, ZZZZZZZZZZMMMMMM

It would be great to see those, and if there were deathmatch, close range maps all the better...

Subject: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sun, 28 Nov 2004 16:53:49 GMT
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If you had to have Jedi, I say put them in a small corridor kind of map, sorta like Icedog90's Death Star deathmatch.

By the way, I hope your not going to put Luke in as a Jedi...

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 17:15:38 GMT
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Quote:
Why the hell doesn't my fucking signature work ^^

You need to put HTTP:// in front of www.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 17:30:01 GMT
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icedog90Wait a fucking second, how did you get a hold of one of our alphas?

mines alot more recent than Deadaims

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Sun, 28 Nov 2004 18:55:40 GMT
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oblivion165icedog90Wait a fucking second, how did you get a hold of one of our alphas?

mines alot more recent than Deadaims

The version Deadaim00 leaked was the last major alpha we had. There isn't a more recent version.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 19:02:52 GMT
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well all i know is that that was along time ago, and my copy is only a month or so old.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Sun, 28 Nov 2004 19:24:38 GMT
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I wanna test out that beta, when they offically release it. or maybe i'll get lucky and they'll let me test it sooner

Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Sun, 28 Nov 2004 20:58:34 GMT
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Lol. You may have only gotten your beta a month ago, or maybe it was only leaked a month ago, but there has been no beta compiled for like 6 months. Either way I think you're a shit for having it, playing it, and announcing that you have it.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 28 Nov 2004 21:21:58 GMT
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oh man your cutting deep. Im sensitive....

Dont worry about it, I never do anything to damage others or their reputation.

Subject: Renegade: A New Hope Update
Posted by [t1000n1](#) on Thu, 02 Dec 2004 21:57:06 GMT
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Is there any idea when beta testing will be out (baseball park figure). If so email me and i will gladly be a beta tester! If there is no beta testing, can we get a hint at when we might see it out. I know i have been waiting since reborn came out when I gave up on that mod because the CC was waaay overpowered and the mkII was too big to hit anything.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 03 Dec 2004 01:12:53 GMT
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oblivion165oh man your cutting deep. Im sensitive....

Dont worry about it, I never do anything to damage others or their reputation.

Doesn't matter. You have no right to play one of our betas and risk the life of our mod. Even if you think you're an "omg trust me i cudnt hurt it" person, it doesn't matter, you got it without our permission. Plus, an internal beta is MEANT to be kept hidden.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 01:21:13 GMT
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Cant change what happend.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 03 Dec 2004 01:51:10 GMT
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Can't change what happened? Do you even get it? It's your own idiocy that made you somehow get a leaked alpha version. Saying "too late now there's nothing you can do" over getting your hands on an internal alpha version doesn't make you innocent again.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 02:07:24 GMT
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icedog90It's your own idiocy that made you somehow get a leaked alpha version.

That doesnt even make sense. Maybe you should try not hosting the mod on the site. So "idiots"

like me dont get a dir/file map and take what they please.

Subject: Renegade: A New Hope Update
Posted by [glyde51](#) on Fri, 03 Dec 2004 02:24:24 GMT
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don't be so dumb as to actually say that to EVERYONE...

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 02:31:08 GMT
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why? they dont like people pointing out their mistakes? They put down everyone and everything.
People like you were against electron and phoenix when they wanked NASA.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 03 Dec 2004 02:35:40 GMT
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So apparently, you went into our database and took the alpha? This is completely not our fault, it's your own actions you should control. Using the excuse "I took it because it was that easy" is totally useless. You took the alpha out of your own choice. If HTMLGOD choosed to do so, which he probably will, he would IP ban you from the site completely, since you cannot control yourself.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 02:38:05 GMT
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oh that would last...oh two seconds.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 03 Dec 2004 02:40:43 GMT
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The IP ban? Sorry, I don't think so. We don't intend on removing an IP bans we've ever placed.

Subject: Renegade: A New Hope Update

Posted by [glyde51](#) on Fri, 03 Dec 2004 02:50:54 GMT

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i'll remember to stay on your good side

Subject: Renegade: A New Hope Update

Posted by [htmlgod](#) on Fri, 03 Dec 2004 03:16:04 GMT

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Let me lay it out like it is: There has been no downloadable SWMod patch uploaded onto our web server in the last 6 months. The last beta that was compiled, excluding those which remain on my incredibly secure HDD, was 8 months ago, the same beta which was leaked to the public by Deadaim00. Oblivion165, if you're able to find a copy of that old beta somewhere online, which is entirely possible, then have at it. It doesn't really bother me, since I know that beta to be a horrible representation of our mod - that's like me handing you a copy of the first Renalert beta and asking you what you think - even if you think it sucks, it doesn't matter because it's outdated, and you're a n00b for having it in the first place. So yeah. Congratulations on the amazing accomplishment of finding our ancient beta somewhere on the web and then immediately telling everyone who will listen about how leet you are.

Subject: Renegade: A New Hope Update

Posted by [Oblivion165](#) on Fri, 03 Dec 2004 03:26:54 GMT

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First of all i never said i was "leet" Only dumb shits say "leet" oh wait lets spell it with three's l33t oh man, bet you ejaculated over that, what i did was common knowlege. I never said the mod was bad, i said it was almost ready.

As for the picture, i didnt mod my car, I have a penis.

am i really going to have to host my copy?

Subject: Renegade: A New Hope Update

Posted by [glyde51](#) on Fri, 03 Dec 2004 04:01:51 GMT

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lol, that car picture was funny though.

Subject: Renegade: A New Hope Update

Posted by [Spice](#) on Fri, 03 Dec 2004 04:55:55 GMT

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oblivion165First of all i never said i was "leet" Only dumb shits say "leet" oh wait lets spell it with three's l33t oh man, bet you ejaculated over that, what i did was common knowlege. I never said the mod was bad, i said it was almost ready.

As for the picture, i didnt mod my car, I have a penis.

am i really going to have to host my copy?

Dude it was already leaked , Leaking the alpha will only prove how much of a retard you are. Anyone who wanted the alpha probably already has it. It's not like leaking it will get you any vengence against us , Yet we will get vengence by seeing you get banned from these forums.

Since NeoX left , You are the new asshat it seems.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 04:57:26 GMT
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perhaps you should try reading the posts. Your missing alot of details.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Fri, 03 Dec 2004 04:58:58 GMT
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oblivion165perhaps you should try reading the posts. Your missing alot of details.

Perhaps I'm not replying to them? So stop being a retard. I'm directly on your one statement.

oblivion2412Am i really going to have to host my copy?

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 05:00:15 GMT
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your repling to something your not informed on....um asshat.

Subject: Renegade: A New Hope Update
Posted by [Spice](#) on Fri, 03 Dec 2004 05:32:40 GMT
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oblivion165your repling to something your not informed on....um asshat.

How am I not informed on it? Please show me where you didn't threaten to upload the public beta or where you said you weren't going to. PLEASE show me.

Subject: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 03 Dec 2004 05:46:11 GMT
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oblivion165well all i know is that that was along time ago, and my copy is only a month or so old.

EDIT: That is just some of the info you neglected. Oh and i never threatend to release it to the public. I ment as proof, to a mod team member.

Subject: Renegade: A New Hope Update
Posted by [warranto](#) on Fri, 03 Dec 2004 06:17:16 GMT
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Ok, this has gone WAY off topic. The problem has been at least delt with to suffuciant extent publically, if not fully. The Alpha was the original, and it is apparently not going to be leaked.

I'll give this topic a chance to get back on track, so it's going to say open for now. Unless, of course, another moderator feels different about the situation.

Subject: Renegade: A New Hope Update
Posted by [icedog90](#) on Fri, 03 Dec 2004 07:41:35 GMT
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Thanks for saving the thread (hopefully). Anyone else have any suggestions?
