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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [htmlgod](#) on Fri, 22 Apr 2005 12:30:41 GMT

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These are the Imperial Electrobinoculars. They provide their user with a telescopic view of the battlefield - very useful for reconaissance and scouting. They can be purchased by any Imperial player, and also come free with the Imperial Scout Trooper. Thanks to a script by Jonathan Wilson, the Imperial Electrobinoculars have their own "scope texture" separate from that of sniper rifles and Rebel Electrobinoculars.[The Rebels will have Electrobinoculars of their own]. This model was created by Exdeath and textured by Prometheus.

Visit <http://www.SWMOD.com> for more information and news on this mod.

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Subject: Re: Renegade: A New Hope Update - Electrobinoculars

Posted by [htmlgod](#) on Fri, 22 Apr 2005 12:32:14 GMT

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Oops. Double post.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Jaspah](#) on Fri, 22 Apr 2005 14:27:24 GMT

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Cool.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Sir Phoenixx](#) on Fri, 22 Apr 2005 16:04:06 GMT

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Can you post a picture of what it was modeled after?

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Naamloos](#) on Fri, 22 Apr 2005 17:19:05 GMT

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Looks nice.

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Subject: Renegade: A New Hope Update - Electrobinoculars

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Posted by [Spice](#) on Fri, 22 Apr 2005 21:03:15 GMT

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Right here. The rebel Electrobinoculars I modeled them after. I also made the imperial set.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [M1Garand8](#) on Sat, 23 Apr 2005 00:57:17 GMT

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Nice.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Sir Phoenixx](#) on Sat, 23 Apr 2005 02:53:09 GMT

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It's decent. The model needs much more work. The thing in the middle is way too thick, and is missing a lot of detail. The grips are supposed to be flat on the inner sides and aren't completely round, and are missing some parts. Overall it's missing a lot of details in various places.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Spice](#) on Sat, 23 Apr 2005 07:27:36 GMT

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I know , I suck.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Hav0c](#) on Sat, 23 Apr 2005 10:21:10 GMT

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Looks fine to me. Doesn't really need all the much detail, the texture work on it adds plenty of that.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [htmlgod](#) on Sat, 23 Apr 2005 13:56:17 GMT

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EXdeath7I know , I suck.

Lol...

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Jecht](#) on Sat, 23 Apr 2005 21:32:13 GMT

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meh, no one would see the rounded handles ingame anyway.

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [csskiller](#) on Sat, 23 Apr 2005 22:18:03 GMT

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Awesome, I can't wait to try this mod out

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Subject: Renegade: A New Hope Update - Electrobinoculars

Posted by [Creed3020](#) on Mon, 25 Apr 2005 02:06:05 GMT

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Looks great! I can't wait to try things out like this gameplay and see how it helps. Is there a screenshot of what looking through the binoculars looks like?

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