
Subject: Renegade: A New Hope Update
Posted by [htmlgod](#) on Sun, 12 Jun 2005 21:29:20 GMT
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This is the Rebel YT-2400. It is made by Correlian interprises, the same company that makes the YT-1300, better known as the Millenium Falcon. This vehicle serves as the finances delivery ship for the Rebel team, fulfilling the same basic function as the Harvester in Renegade. Model by Exdeath, texture by HTMLGOD.

Visit <http://www.swmod.com> for more information and updates on SWMod, the Starwars to Renegade total conversion!

Subject: Re: Renegade: A New Hope Update
Posted by [Toolstyle](#) on Sun, 12 Jun 2005 21:57:35 GMT
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I notice it has guns, will it shoot?

Subject: Re: Renegade: A New Hope Update
Posted by [Jaspah](#) on Sun, 12 Jun 2005 22:06:31 GMT
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Umm, is there are reason it literally resembles a plastic toy version?

Subject: Re: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Sun, 12 Jun 2005 22:07:08 GMT
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That looks pretty good.

You could hollow out the part where those windows are on the front of the cockpit (or whatever it is) and add a couple simple shapes to make a basic interior.

And, add dents, burn marks, etc. to the texture.

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Sun, 12 Jun 2005 22:32:01 GMT
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Toolstyle wrote on Sun, 12 June 2005 17:57| notice it has guns, will it shoot?

Nope, It will fly in and fly out.

Subject: Re: Renegade: A New Hope Update
Posted by [zgunner12](#) on Sun, 12 Jun 2005 22:38:41 GMT
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So then it will act as transport I assume

Subject: Re: Renegade: A New Hope Update
Posted by [M1Garand8](#) on Sun, 12 Jun 2005 23:30:44 GMT
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Nicey!

Note: (Where these guys find so much metal ore to build these shits?)

Subject: Re: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Mon, 13 Jun 2005 03:12:11 GMT
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zgunner12 wrote on Sun, 12 June 2005 18:38 So then it will act as transport I assume
No, it's their "harvester".

Subject: Re: Renegade: A New Hope Update
Posted by [Chronojam](#) on Mon, 13 Jun 2005 05:00:34 GMT
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Looks a bit too clean to fit into Lucas' "junkyard galaxy," if that makes any sense. A smuggly ship wouldn't look so refined I'd think, at the very least some blast marks should be seen mostly on the rear portion (I'm assuming it's usually attacked as it's leaving, and/or it usually flees instead of dogfighting). For the Empire, I could understand them having some sleek ship kept in good repair to inspire the troops as they see their supplies coming and to give an air of superiority, but a Rebel ship..

Subject: Re: Renegade: A New Hope Update
Posted by [zgunner12](#) on Mon, 13 Jun 2005 06:48:13 GMT
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Sir Phoenixx wrote on Sun, 12 June 2005 23:12zgunner12 wrote on Sun, 12 June 2005 18:38So then it will act as transport I assume
No, it's their "harvester".

Oh that makes sense

Subject: Re: Renegade: A New Hope Update
Posted by [YSLMuffins](#) on Wed, 15 Jun 2005 19:11:48 GMT
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Why not attach a separate "turret" so it can shoot on its own while it "harvests" to defend itself?

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Wed, 15 Jun 2005 23:06:53 GMT
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I actually fully boned it, so all it needs is a script and it will do that. I just left it open to HTML's decision.

Subject: Re: Renegade: A New Hope Update
Posted by [bandie63](#) on Thu, 16 Jun 2005 19:49:42 GMT
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After it takes off, where will it go to harvest? I don't think that there is Tiberium in Star Wars Will it fly off the map?

Subject: Re: Renegade: A New Hope Update
Posted by [Sir Phoenixx](#) on Thu, 16 Jun 2005 23:16:07 GMT
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From what htmlgod said in his post it will just fly in to deliver and then fly back out.

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Fri, 17 Jun 2005 01:07:04 GMT
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bandie63 wrote on Thu, 16 June 2005 15:49After it takes off, where will it go to harvest? I don't think that there is Tiberium in Star Wars Will it fly off the map?

It will simply fly to an unseen position far away, wait the amount of time you tell it to, then come back.

Subject: Re: Renegade: A New Hope Update
Posted by [Jaspah](#) on Fri, 17 Jun 2005 02:32:44 GMT
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Asteroid mining is a profitable business in Star Wars: Galaxies.

Subject: Re: Renegade: A New Hope Update
Posted by [zgunner12](#) on Fri, 17 Jun 2005 02:57:40 GMT
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I barely ever get to play now, but I've heard that makes a really good profit

Subject: Re: Renegade: A New Hope Update
Posted by [warranto](#) on Mon, 20 Jun 2005 06:52:44 GMT
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Well, if they are naming the ship the "Outrider", then it's definitely been through a number of battles, so some battle damage would be a bonus.

Sometimes the knowledge of the Star Wars universe I innocently acquire scares me... I probably shouldn't know who the Outrider belongs to, or what it's capable of.

Subject: Re: Renegade: A New Hope Update
Posted by [Lijitsu](#) on Mon, 20 Jun 2005 07:13:23 GMT
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Points at Warranto. NERD! ...Oh, wait, I'm one to.
Yeah, a little bit of battle damage would be a plus. And don't make it too fast, because people still need to be able to fry it to get money.

Subject: Re: Renegade: A New Hope Update
Posted by [buzzard](#) on Mon, 20 Jun 2005 17:46:30 GMT
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yea, maybe it could have some scorch marks in front to show it's been speeding around the galaxy a while.

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Tue, 21 Jun 2005 02:27:09 GMT
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Lijitsu wrote on Mon, 20 June 2005 03:13*Points at Warranto.* NERD! ...Oh, wait, im one to. Yeah, a little bit of battle damage would be a plus. And dont make it to fast, because people still need to be able to fry it to get money.

Its not flyable by human players.

Subject: Re: Renegade: A New Hope Update
Posted by [Lijitsu](#) on Tue, 21 Jun 2005 04:08:30 GMT
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Fry. Kill. Shoot. Attack. Learn to interpret my typing patterns.

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Tue, 21 Jun 2005 06:53:46 GMT
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Ah, i just thought you ment "Fly"

Subject: Re: Renegade: A New Hope Update
Posted by [Lijitsu](#) on Tue, 21 Jun 2005 22:32:48 GMT
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Noticed. Just note, that if i make a spelling error, i try to go back and fix it. Especially one like that.
