Subject: Renegade: A New Hope Update
Posted by htmlgod on Sat, 17 Sep 2005 22:44:22 GMT
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I've just finished texturing our Y-Wing Starfighter. The Y-Wing has a crew of one pilot and one astromech droid (R4-D4, in our case), and is armed with two cannons in the nose and two torpedo launchers in the rear. Model by Exdeath, texture by HTMLGOD.

Check out http://www.SWMOD.com for more information and images.

If all goes according to plan, this will be the last artistic production for our mod; all that remains now is finalizing the internal aspects of the mod and beta testing.

Subject: Re: Renegade: A New Hope Update
Posted by Dave Mason on Sun, 18 Sep 2005 00:00:10 GMT
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Will the Renegade engine even allow realistic plane flight?

Subject: Re: Renegade: A New Hope Update
Posted by JeepRubi on Sun, 18 Sep 2005 01:10:10 GMT
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cant wait !!

Subject: Re: Renegade: A New Hope Update
Posted by YSLMuffins on Sun, 18 Sep 2005 01:20:13 GMT
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OOoh, that is stylish!

Subject: Re: Renegade: A New Hope Update
Posted by Hydra on Sun, 18 Sep 2005 01:38:28 GMT
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I have an old miniature toy of a Y-Wing that has a little gun on top of the cockpit.
Did you guys purposely leave it off?

Subject: Re: Renegade: A New Hope Update
Posted by Lijitsu **on Sun, 18 Sep 2005 04:30:12 GMT**
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htmlgod wrote on Sat, 17 September 2005 18:44If all goes according to plan, this will be the last artistic production for our mod; all that remains now is finalizing the internal aspects of the mod and beta testing.
WOOHOO!!

Oh, and nice model.

Subject: Re: Renegade: A New Hope Update
Posted by Chronojam **on Sun, 18 Sep 2005 09:40:43 GMT**
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Hydra wrote on Sat, 17 September 2005 21:38I have an old miniature toy of a Y-Wing that has a little gun on top of the cockpit.
Did you guys purposely leave it off?

That was the unit-disabling ion cannon if I remember right. Probably not something able to be implemented.

Subject: omg
Posted by XBladeTRM **on Sun, 18 Sep 2005 09:43:20 GMT**
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can som1 tell me how to get a pic on these foruns

Subject: Re: Renegade: A New Hope Update
Posted by Spice **on Sun, 18 Sep 2005 10:10:08 GMT**
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http://www.deviantart.com/view/18680630/

I don't remember why I left the top Ion cannon off. I've seen them without it though.

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod **on Sun, 18 Sep 2005 14:13:53 GMT**
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DJM wrote on Sat, 17 September 2005 20:00Will the Renegade engine even allow realistic plane flight?

Good point, thank you for bringing that up. No, the Renegade engine will not really allow for realistic plane flight. However, that doesn't concern me because everything in starwars that we're including in our mod is VTOL. Ever notice that there aren't any runways in Star Wars?

Subject: Re: Renegade: A New Hope Update
Posted by Slash0x on Sun, 18 Sep 2005 14:29:14 GMT
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Sure there is! Point A to Point B, of course!

Looks good, keep up the good work.

Subject: Re: Renegade: A New Hope Update
Posted by Dave Mason on Sun, 18 Sep 2005 14:36:22 GMT
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htmlgod wrote on Sun, 18 September 2005 15:13DJM wrote on Sat, 17 September 2005 20:00Will the Renegade engine even allow realistic plane flight?

Good point, thank you for bringing that up. No, the Renegade engine will not really allow for realistic plane flight. However, that doesn't concern me because everything in starwars that we're including in our mod is VTOL. Ever notice that there aren't any runways in Star Wars?

I didn't mean taking off foo!

I meant things like barrel rolls and tilting when turning in mid air. Or is it going to fly similar to how the recon bike drives?

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod on Sun, 18 Sep 2005 15:39:28 GMT
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Ah. You present another interesting point. In Starwars space battles, one often sees spacecraft, especially fighters, making extreme maneuvers such as barrel rolls, inverted flying, etc. However, what people never seem to notice is that one never sees spacecraft, which are capable of flying over planetary surfaces with gravity and atmosphere, performing these same aerobatics when influenced by gravity. Though this matter is not definitively clarified anywhere, it is my belief that these ships are not capable of aerobatics in planetary environments, because of the planet's gravity. Thus, because all of our maps are planetary, such aerobatics would not be necessary/possible anyway.

Subject: Re: Renegade: A New Hope Update
Posted by rm5248 on Sun, 18 Sep 2005 15:56:49 GMT
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htmlgod wrote on Sun, 18 September 2005 10:39In Starwars space battles, one often sees spacecraft, especially fighters, making extreme maneuvers such as barrel rolls, inverted flying, etc.

But inverted flying doesn't matter anyway in space because there's no gravity to tell you which way is down.

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod on Sun, 18 Sep 2005 16:37:04 GMT
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Yeah, that's true, and I thought about that when I was posting, but the fact remains that they fly 'crazy' in space and not in planetary systems.

Subject: Re: Renegade: A New Hope Update
Posted by FynexFox on Sun, 18 Sep 2005 17:25:02 GMT
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The way I see it, a good SW mod isnt a good one until you have atleast one space map. Thastw hat made starwars so good is all the space battles.

Subject: Re: Renegade: A New Hope Update
Posted by Jecht on Sun, 18 Sep 2005 18:11:13 GMT
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How would you present a space map with Structures? Unless it was a DM it wouldn't work too well as far as I can see. They should keep it on a planetary focus like they are now.

Subject: Re: Renegade: A New Hope Update
Posted by Coolrock on Sun, 18 Sep 2005 18:16:28 GMT
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Star Wars wasn't all about space battles. It's land battles and Light Saber fights were also big. I say, stick to land battles.

Great job by the way HTMLGOD

Subject: Re: Renegade: A New Hope Update
Posted by bandie63 on Sun, 18 Sep 2005 19:44:07 GMT
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You could have two space stations, and make them inside a HUGE sphere, and have the walls of the sphere kill infantry, and have like .1 gravity, and the only way to fight is by buying spacecraft. Just an idea *drool*

Subject: Re: Renegade: A New Hope Update
Posted by reborn on Sun, 18 Sep 2005 19:50:11 GMT
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I really like the texture, it brings that feel of a "real" starwars ship home. The millenium falcon, fast as it was, was a war torn, scraped, rusted hunk of junk and quite in need of a paint job. This texture gives the exact same feel to it. A commendable effort. Also I notice that the entire mod is at the later stages before release. Excellent, I will definately look foward to playing it, and if any good, will host a server for it if you are releasing server files for it too.
The whole VTOL question is something that also come to my mind, and although I can accept your answer and think it is a good one. I bet you would implement it if the engine supported it

Nice job.

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod on Sun, 18 Sep 2005 21:19:24 GMT
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FynexFox wrote on Sun, 18 September 2005 13:25The way I see it, a good SW mod isnt a good one until you have atleast one space map. Thastw hat made starwars so good is all the space battles.

Lets think about that. Space battles work ok in real combat because combat is not supposed to be fun. But in a game, in space, you can see any vehicle at any distance (Since there is no atmosphere to make things appear hazy). It would be like an infantry-only fight on a single colorless plane with no vision limitations and no obstructions to hide behind. In short, it would be no fun. And, just for future reference, I'd prefer if you didn't judge the quality of our mod before you've actually played it. [And no, you idiotic smack, that does not include leaked internal betas from a year ago.]

Subject: Re: Renegade: A New Hope Update
Posted by Renardin6 on Sun, 18 Sep 2005 23:28:25 GMT
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I like it. Good job.

Subject: Re: Renegade: A New Hope Update
Posted by Oblivion165 on Mon, 19 Sep 2005 00:04:53 GMT
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I really like this model, cant wait to bone it tommorow!

You guys will have to wait for me to release a beta before you can play with it

---

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod on Mon, 19 Sep 2005 01:12:29 GMT
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Ponders the fact that Oblivion likes to 'bone' digital 3d models early in the morning.

Subject: Re: Renegade: A New Hope Update
Posted by Aprime on Mon, 19 Sep 2005 03:45:57 GMT
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gbull wrote on Sun, 18 September 2005 14:11How would you present a space map with
Structures? Unless it was a DM it wouldn't work too well as far as I can see. They should keep it
on a planetary focus like they are now.

AHEM...

Subject: Re: Renegade: A New Hope Update
Posted by htmlgod on Mon, 19 Sep 2005 05:05:49 GMT
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Ummm, I'm not sure exactly what your point was with that ginormous picture. However, I can
make a few counter-arguments anyway, because I'm just that cool.
1. Star Destroyers are a bad idea because they require a large contiguous unwrapped texture, in
TGA format. That means low FPS and lag when you get near it.
2. If you're using a Star Destroyer as the team base or something, who drives it? Or does it just
float there like an enormous target in open space for the Rebels to whore?
3. What happens when the enemy overtakes your hangar, and all of a sudden your only way to
launch fighters is a tube at the end of which the Rebel hoarde is waiting in ambush? Now your
entire team is pinned down and your only way to fight back against them is overcome by the
Rebels easily surrounding a single hangar exit from the Star Destroyer.
4. This still leaves the problem of Space Combat, which I believe would be excruciatingly boring in
a Renegade-style team-based combat game. Think about it. Nothing to hide behind. Nothing to
obscure your enemy's view. If your enemy is smart, he'll use a craft with a longer weapon range
than yours, and very suddenly all your speed and firepower are useless because he's gunned you

down to nothing before you're even in range to use your weapons, and you have no way to take cover or use the terrain to your advantage; they call it SPACE for a reason.

Bottom line is, space combat would be a lot of work to set up - Star Destroyer and Calamari Cruiser models and textures!?! - and it would probably end up not being that much fun anyway. Minor balancing differences between the team are exponentially magnified by the absence of terrain and other means that give use to good strategy. And, worst of all, the Renegade engine is designed for planetary combat, and so we would have all kinds of problems to overcome, such player physics - surely you don't hope to make your way to that PT across the room, when you're floating helplessly in the air.

Subject: Re: Renegade: A New Hope Update
Posted by Lijitsu on Mon, 19 Sep 2005 05:57:49 GMT
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htmlgod wrote on Mon, 19 September 2005 01:05surely you don't hope to make your way to that PT across the room, when you're floating helplessly in the air.
I can see it now: "...I keep pushing the forward button, but I'm just standing here..."

Subject: Re: Renegade: A New Hope Update
Posted by Oblivion165 on Mon, 19 Sep 2005 10:19:22 GMT
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I would use astroids for bases, fields of big/small. Animated but stationary.

Only thing i would like to change is to have the "Forward" key be locked down while in a craft. I think it would be easier, for me anyway.

Subject: Re: Renegade: A New Hope Update
Posted by Jecht on Mon, 19 Sep 2005 11:54:20 GMT
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Oblivion165 wrote on Mon, 19 September 2005 05:19I would use astroids for bases, fields of big/small. Animated but stationary.

Only thing i would like to change is to have the "Forward" key be locked down while in a craft. I think it would be easier, for me anyway.

that would also make it more real. What kind of spacecraft can fly forward, stop on a dime and go backward. If the movement is like a helicopter, it will look goofy.

Subject: hey

Posted by [XBladeTRM](#) on Mon, 19 Sep 2005 12:03:44 GMT
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hey all how yall doin?

Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Mon, 19 Sep 2005 16:06:03 GMT
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gbull wrote on Mon, 19 September 2005 07:54Oblivion165 wrote on Mon, 19 September 2005 05:19I would use astroids for bases, fields of big/small. Animated but stationary.

Only thing i would like to change is to have the "Forward" key be locked down while in a craft. I think it would be easier, for me anyway.

that would also make it more real. What kind of spacecraft can fly forward, stop on a dime and go backward. If the movement is like a helicopter, it will look goofy.

Yes i agree, i however do not know if its possible. If it is, the likelyness that my SP stuff will happen.

Calling JonWil, YO JonWil? Where you at?

Subject: Re: Renegade: A New Hope Update
Posted by [htmlgod](#) on Mon, 19 Sep 2005 19:34:14 GMT
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I talked to him. Not possible.   We'll come close enough to the physics style that we want via very low drag coefficents, so that you maintain speed once you get going.

Subject: Re: Renegade: A New Hope Update
Posted by [danpaul88](#) on Mon, 19 Sep 2005 20:12:52 GMT
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htmlgod wrote on Mon, 19 September 2005 20:34I talked to him. Not possible.   We'll come close enough to the physics style that we want via very low drag coefficients, so that you maintain speed once you get going.

good idea, but wouldn't low drag affect turning? I know on ground vehicles it causes 'slide' steering when there's not enough drag, and knowing the renegade physics engine is not exactly the most realistic I imagine this would also affect aircraft?

Subject: Re: Renegade: A New Hope Update
Posted by Lijitsu on Mon, 19 Sep 2005 20:18:00 GMT
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danpaul88 wrote on Mon, 19 September 2005 16:12htmlgod wrote on Mon, 19 September 2005 20:34I talked to him. Not possible.   We'll come close enough to the physics style that we want via very low drag coefficients, so that you maintain speed once you get going.

good idea, but wouldn't low drag affect turning? I know on ground vehicles it causes 'slide' steering when there's not enough drag, and knowing the renegade physics engine is not exactly the most realistic I imagine this would also affect aircraft?
Keep in mind that those vehicles do have a drag turning effect, they don't turn on a dime.

Subject: Re: Renegade: A New Hope Update
Posted by danpaul88 on Mon, 19 Sep 2005 20:22:21 GMT
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yes, but my point was that if you lower it even further it increases the effect, and you might end up with vehicles that change the direction they are facing but continue moving in the direction they accelerated in...

Subject: Re: Renegade: A New Hope Update
Posted by Oblivion165 on Mon, 19 Sep 2005 21:16:40 GMT
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I was thinking that i could make a rig (For SP only) that would change your forward movement to CapsLock, and turn it on/off. Then when the game unloads it puts your original back.

Of course this wouldnt be "cheat" proof, but it would take the hassle out of changing.

EDIT:
Negative, i tried it and it doesnt stay constant. It would have to be OFF/ON in a loop. Ill try a SendKeys API Next.

Subject: Re: Renegade: A New Hope Update
Posted by Oblivion165 on Mon, 19 Sep 2005 22:13:09 GMT
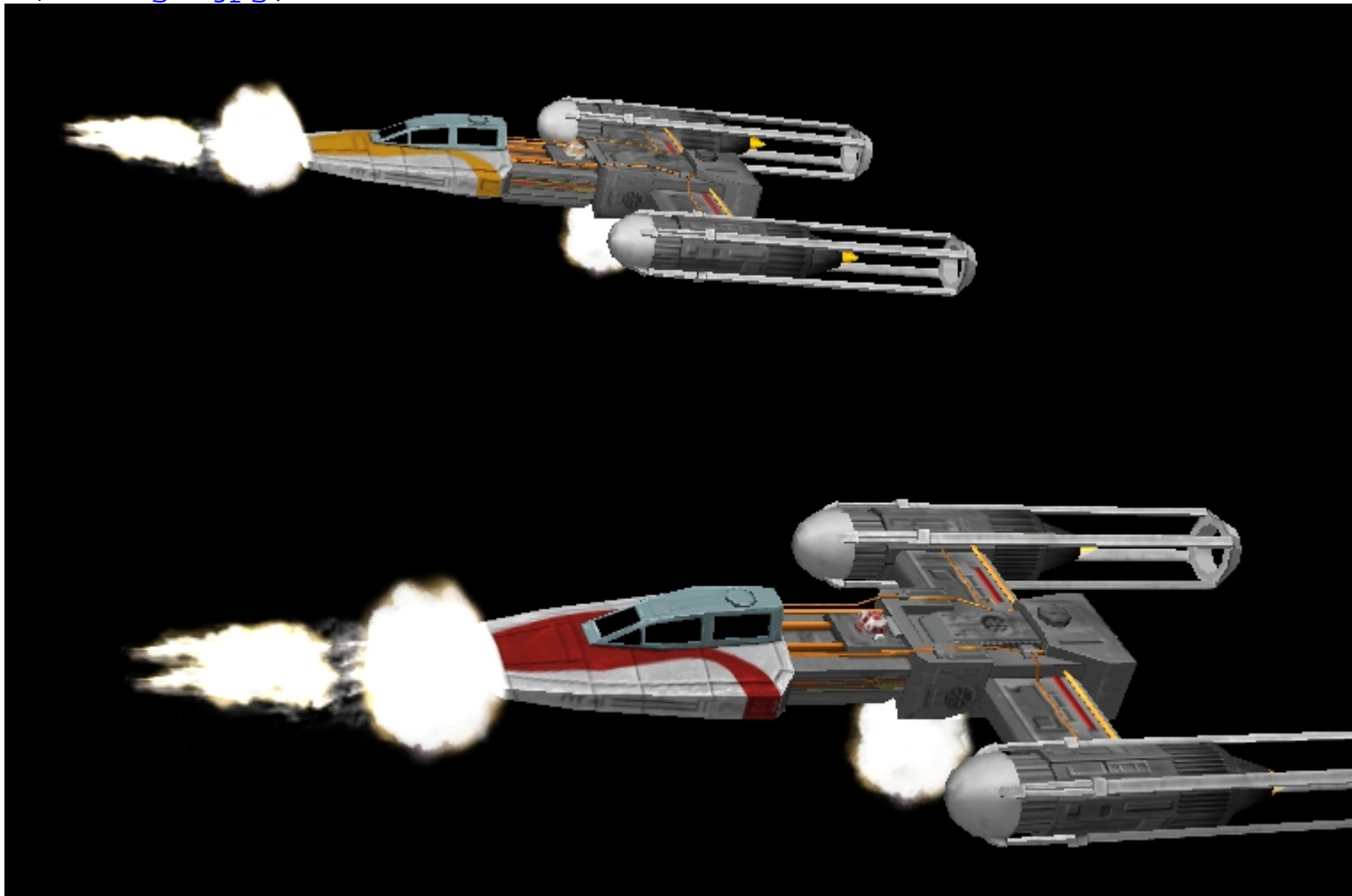View Forum Message <> Reply to Message

All Set.

(The Yellow one is for SP, you wont see it in MP)

EDIT:

The muzzle flash is set back a few because the game is wanting to push it forward for some reason. It lines up perfectly ingame though.

```
File Attachments
```
1) YWings.jpg, downloaded 489 times

Subject: Re: Renegade: A New Hope Update
Posted by theplague on Tue, 20 Sep 2005 02:36:58 GMT
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we shall all be old and grey once this is finished... it's been a long time since the start of dev right? :S

well, good luck, looks good by the way

You should try making a total conversion modification sometime. It's really a lot of work. Actually, if I were a forum moderator (Which I'm not because I'm an angsty mofo), then I'd probably delete your post just for the insolence inherent in what you've got to say. First of all, the quality of a modification is much more important than the date of it's release, because, as the Counter-Strike proved for Half-Life, a good modification draws players to the game, whereas a bad modification won't even be long-lived among the most dedicated of community members. Since you ask, though, I'll give a brief overview of our timeline.

August of 2003 - I first get the idea into my head to make a Star Wars modification for Renegade. However, at this point I have absolutely no experience modeling or texturing, and I've never led a team before.

Winter of 2003 - I put together the first group of people who worked on the mod. I was still untalented, and everything I made at this point was eventually discarded. The same is true of everything made by other team members; they were not talented enough to produce quality work.

Spring/Summer of 2004 - The team changes around a little bit, but still no one joins the team that will ultimately make any major contributions, and my work is still not up to par.

Fall/Winter of 2004 - My work, both models and textures, is finally decent enough to make the mod worthwhile. The team has ebbed and flowed, and around this time we recruit the members who will make the mod what it is today - Exdeath, Oblivion, and Prometheus (Prometheus has been on the team pretty much since the start, but it was not until about this time that his work comes to being of meritable quality).

Spring/Summer of 2005 - The core team is about what it is now, in fall of 2005 - Exdeath, Oblivion, Prometheus, myself, and the then newly-recruited PuckDucker. We work hard through the summer and into the beginning of this school year to complete production.

Between September of 2004 and September of 2005, about 97% of the content for the mod is made. Lots of models/textures are redone, including all of the buildings, most of the vehicles, and a handful of guns, so that the mod which is released to you is of optimal quality.

People don't really care about the crappy work that we made over a year ago, when we were untalented, and when our team consisted of undedicated workers who couldn't put out a production of acceptable quality. Sure. If we'd wanted to, we could have squeezed out a release maybe in the fall of 2004-2005, but would be a completely different mod from the one which is soon to be released, with worse structures, fewer characters, fewer and worse weapons, fewer maps, and fewer and worse vehicles. In short, it wouldn't have been worth releasing, by my philosophy, because it wouldn't have been played long enough to make our efforts worthwhile.

You can count days from whenver you want to. If you want, I can find the old forums where I used to post, and find the day that I first made the topic suggesting the possibility of a Star Wars mod, a day when my 'modding' experience stretched about as far into the game as C130 drop cinematic

scripting, and when my digital artistic ability was exactly nil, and you can count from then, because, hey, that's when the mod was conceived. I prefer to count from when the team was in place that produced the content which is currently in the mod, and from when my work was decent enough to merit release. Before then, the team was a disorganized rabble that didn't produce anything that you'll see in the release. That was about a year ago. Yeah, even on that timeline it is not the fastest release ever. But yes, the mod's artistic quality will be excellent. Yes, the mod will be worth the wait. Yes, the mod will be significantly better than if it had been rushed into an earlier release. And yes, anyone who has any real interest in this or any mod/game production will slap you across the face for being so foolish as to blindly value the date of release over the quality of production.