Subject: A New Hope - Mod Tools
Posted by Oblivion165 on Fri, 23 Jun 2006 05:46:15 GMT
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Since Renegade: A New Hope is practically finished, and being released before completion soon, Im releasing my mod tools I created for it. This has no files for the mod, and will only run after the mod has been installed. This means im not releasing anything that is a leak, or likewise. Simply the custom LE that we used to make the maps and etc.

Renegade: A New Hope is a Total Conversion mod, so this LE will read from its custom Always.dat. Any other LE will NOT work with this mod.

A New Hope - Public Tools

After the mod is released I will release my "Tutorial Corner" offline website that takes you through setting up all the special things in Renegade: A New Hope. Like creating a character for the E-Web, or setting up the VTOL Harvester.

Oh and in case your wondering why im doing this now, I am most likely leaving the forums for awhile and i didn't want this to be unreleased.

EDIT:

Oh and once you get the mod installed, the Regkey Generator in the Leveledit directory will give you the proper keys you need.

Subject: Re: A New Hope - Mod Tools
Posted by JeepRubi on Fri, 23 Jun 2006 11:45:17 GMT
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I know this is off topic, but do you know what happened to HTML God?

Subject: Re: A New Hope - Mod Tools
Posted by Deleted_ on Fri, 23 Jun 2006 12:21:53 GMT
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http://swmod.tk/

Read.

Subject: Re: A New Hope - Mod Tools
Posted by Kamuix on Fri, 23 Jun 2006 17:19:08 GMT
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He Quotes

Quote:Where is HTMLGOD? What happened to SWMOD?
IS everyone hearing? a lot of that lately.
I'll tell: life finally caught up with
me. My grades were bad at college were good
but not I was spending almost all my free
time alone, my computer, this mod. But
Now summer after a semester divided between
schoolwork, all the other things that decorate
my life, Aside for sleep, I've been having a
hard time with anything done. When I got back from
college at second semester, I slept continuously
for 2 days in my load for a new hope
next year, and daily to complete my instrument rating
pilot's license. With my summer-school physics covering
chapter for a day 4 to 6 hours moving to the
airport, the way that used to be just plain isn't there any more.

So, after much deliberation,
I've reached a conclusion about
SWMOD. I don't have the time much as I would like to,
and it's a part of my life that I need to
get passed their backs on me in
times of need, and cut this great mod short
of it's potential. When the work by one of my long-standing
get that I didn't touch the beta or
even a computer for a full just no reason for me
to go on - my limited extend as far as
texturing, and not really any further. That leaves
us with what we had about a month ago, a decent
internal about 10 characters,
some weapons, some vehicles, and various other
tidbits. I've never release. Stay tuned.

Subject: Re: A New Hope - Mod Tools
Posted by JeepRubi on Fri, 23 Jun 2006 20:44:07 GMT
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Okay, i had just been wondering.