
Subject: swmod
Posted by [htmlgod15](#) on Sun, 26 Apr 2009 18:42:15 GMT
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Hey guys,
First off, I can't get back into my old login because I forgot the password and I've changed my email address.

That said, now that my college career is finally over, I've got my old computer back up and running, and it has a lot of the raw files from SWMOD, and probably a working .pkg and other stuff that might be of interest. Personally, I've got other stuff to take care of, but if someone is interested in sorting through all this stuff, maybe hosting a mirror for the random bits and pieces that might be useful, etc, let me know.

You can reach me in this forum, or catch me on AIM as programinbastad.

Peace.

Subject: Re: swmod
Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 26 Apr 2009 19:00:23 GMT
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Ehmmmmm

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Subject: Re: swmod
Posted by [Genesis2001](#) on Sun, 26 Apr 2009 20:23:01 GMT
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LucasArts canned the SWMOD production.

Subject: Re: swmod
Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 26 Apr 2009 20:24:32 GMT
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Then join Renegade: Scorched Earth.

Subject: Re: swmod
Posted by [htmlgod15](#) on Mon, 27 Apr 2009 17:13:59 GMT

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Well, its nice to know the full mod is still available from some mirrors.

What I'm really offering is a lot of the old original files, some of the .gmax and .3ds stuff that you can't get from the .pkg. I think that, with the files I have, someone else could take over the mod, or at least make a map or two out of it. If no one's interested then I'll just dumpster the stuff, but I figured this stuff might be of value to someone....

Subject: Re: swmod

Posted by [Genesis2001](#) on Mon, 27 Apr 2009 17:48:41 GMT

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I'll put up a mirror of all your assets if you want. I do plan on getting into map making soon-ish.

Subject: Re: swmod

Posted by [LR01](#) on Tue, 28 Apr 2009 10:33:55 GMT

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htmlgod15 wrote on Mon, 27 April 2009 19:13Well, its nice to know the full mod is still available from some mirrors.

What I'm really offering is a lot of the old original files, some of the .gmax and .3ds stuff that you can't get from the .pkg. I think that, with the files I have, someone else could take over the mod, or at least make a map or two out of it. If no one's interested then I'll just dumpster the stuff, but I figured this stuff might be of value to someone....

"someone else could take over the mod"

That happed, and as Zack said: "LucasArts canned the SWMOD production."

Subject: Re: swmod

Posted by [htmlgod15](#) on Tue, 28 Apr 2009 13:05:13 GMT

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LucasArts only knew about the project because he went out of his way to ask their permission..... Don't ask, don't tell.

Subject: Re: swmod

Posted by [Genesis2001](#) on Tue, 28 Apr 2009 18:15:42 GMT

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htmlgod15 wrote on Tue, 28 April 2009 06:05LucasArts only knew about the project because he

went out of his way to ask their permission..... Don't ask, don't tell.

Considering it's from a different company and how popular SWMOD could have been...There would've been a chance of them finding out anyway and if they found out without us telling them...
hides

Subject: Re: swmod

Posted by [Dreganius](#) on Wed, 29 Apr 2009 05:56:25 GMT

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madrackz wrote on Mon, 27 April 2009 06:24Then join Renegade: Scorched Earth.

Woot Reaver's awesome mod. I made the banner for that
