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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.

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