
Subject: More New SWMOD Screenshots

Posted by [Oblivion165](#) on Wed, 12 May 2004 00:39:11 GMT

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its a good idea its just really hard to do, i would have to model the entire death star....Kinda, basically how it is now, on each end of the trench is a Hanger, and the hangers are the bases of Imperial and Rebel (Rebels made a base on the death star, for attacking)

the tunnel will vary in turrets, one side will have rebel, and the otehr imperial, and also in the middle nothing will be there, so they can have dogfights and such. Trust me, you dont want to walk this thing out on foot.

but i still need their models of buildings and turrets before i can finish this up, so it might be until they release the beta, and thats if they will allow me to extract their files. HtmlGod doesnt seem to mind.
