
Subject: SWMOD Updates

Posted by [htmlgod](#) on Tue, 14 Mar 2006 06:27:58 GMT

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SWMOD is well on its way towards a public beta. I've been hard to work at modeling/texturing elevators and doors, fixing the Yavin map, implementing characters, weapons, and vehicles, and a whole lot more. I'm proud to report that we now have a fully-functional build of the mod, and will be moving into internal beta testing very soon. You can read more and see more pictures on the site's homepage:

<http://www.SWMOD.com>

Subject: Re: SWMOD Updates

Posted by [nopol10](#) on Tue, 14 Mar 2006 09:14:49 GMT

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Looks sleek except for the PT. The stormtrooper model is much smoother now.
Great Job!

Subject: Re: SWMOD Updates

Posted by [Alexraptor](#) on Tue, 14 Mar 2006 10:50:33 GMT

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sweet!, will there even be functional AT-AT walkers?

Subject: Re: SWMOD Updates

Posted by [jonwil](#) on Tue, 14 Mar 2006 12:21:12 GMT

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If their art guys can pull off usable AT-AT models, there is no reason why one of the various walker scripts we now have (e.g. the one we are using for reborn for the Mammoth MK II and the Titan and etc) wont be able to be used to rig it up.

Subject: Re: SWMOD Updates

Posted by [Coolrock](#) on Tue, 14 Mar 2006 13:02:04 GMT

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Pretty nice stuff, considering you're working alone on this now, htmlgod.

Great job.

Subject: Re: SWMOD Updates
Posted by [htmlgod](#) on Tue, 14 Mar 2006 14:11:31 GMT
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We definitely have the capacity to include AT-AT or AT-ST walkers. However, at the moment I've decided that SWMOD will release with its existing vehicles, all of which are aircraft. Then, if the mod receives the attention it deserves, and has a decent number of players, we will go on and expand it. When that happens, assuming that it seems worthwhile given the mod's success, ground vehicles such as speeder bikes and AT-ST walkers are going to be the first thing we add.

Subject: Re: SWMOD Updates
Posted by [Alexraptor](#) on Tue, 14 Mar 2006 14:21:06 GMT
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wonderful

Subject: Re: SWMOD Updates
Posted by [WNxCABAL](#) on Tue, 14 Mar 2006 16:35:37 GMT
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Will there be any Space mode/maps like on Empire at War, where you can actually fly in space and spawn at a space station?

P.S. Looks Sweet!

Subject: Re: SWMOD Updates
Posted by [Oblivion165](#) on Tue, 14 Mar 2006 16:38:46 GMT
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Nice, weapons got done i see.

Subject: Re: SWMOD Updates
Posted by [Alexraptor](#) on Tue, 14 Mar 2006 19:10:42 GMT
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WNxCABAL wrote on Tue, 14 March 2006 10:35 Will there be any Space mode/maps like on Empire at War, where you can actually fly in space and spawn at a space station?

P.S. Looks Sweet!

that would be cool if they did. and with controllable station turrets too

Subject: Re: SWMOD Updates

Posted by [Aircraftkiller](#) on Tue, 14 Mar 2006 19:42:59 GMT

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So, let me get this straight... You're using a bunch of Renegade assets, you're only implementing VTOL vehicles and a few soldiers - the levels and buildings look horrible and you've taken this long? I'm failing to see where your Level of Excellence comes into play here.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_3.jpg

That looks as if it were designed in 2002, right when everyone was still learning the tools for the game. The texture used barely looks like rock the way you've tiled it, the terrain is blocky and uninteresting.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_6.jpg

I see it'll use EVA, too. I didn't know C&C and Star Shit were two of the same.

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_5.jpg

"Imperial 'Really Dark Textures That Make This Building Hard To See' Finance Center"

http://newhope.conquergaming.com/newsadmin/data/upimages/gam_ess_2.jpg

Another example of poor level design and poor texturing. Stretching like that should not be as apparent as it is. Ever hear of texture blending? Most of us have been using it since 2002...

Subject: Re: SWMOD Updates

Posted by [Oblivion165](#) on Tue, 14 Mar 2006 19:58:15 GMT

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This mod has been through alot. First NeoSaber lost the entire version, so it had to be redone and thats just the beginning.

Subject: Re: SWMOD Updates

Posted by [Spice](#) on Tue, 14 Mar 2006 20:21:55 GMT

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Only one person is working on it at the moment.

Subject: Re: SWMOD Updates
Posted by [htmlgod](#) on Tue, 14 Mar 2006 23:07:34 GMT
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Aircraftkiller, get over yourself. I'm satisfied of SWMOD's quality, and it seems like everyone else here feels similarly. I'm not even going to bother to remind you how bad Renalert's first release was. Furthermore, as someone who thinks that SWMOD is crappy, you seem to be in a distinct minority. As far as I'm concerned your opinion is an absolute determinant of truth (especially when it involves a conflict of interest) except always backwards; If you say it's true then it's obviously false, and if you say it's false then it's most definitely true. So, since you think SWMOD is crap, I can be pretty confident that SWMOD is doing well. Thanks for the kind words.

Subject: Re: SWMOD Updates
Posted by [Alexraptor](#) on Tue, 14 Mar 2006 23:18:34 GMT
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I have to say, while it looks sweet it doesn't compare to the visual high quality of reborn texture wise, but it reminds me so much of Dark Forces 2: Jedi Knight

And i like that!

Subject: Re: SWMOD Updates
Posted by [Aircraftkiller](#) on Tue, 14 Mar 2006 23:50:10 GMT
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I see HTMLGOD has reduced his arguments to "I know what you are, but what am I?" now... That didn't take long.

I suppose if you believe that what I've listed as being wrong (stretched textures, overusage of Renegade assets, inability to make proper 2006 era geometry and what apparently looks like very basic building interiors with little texture work, very basic geometry, and lack of overall detail or points of interest) is somehow correct, then you've still got an absurd view of quality. Remember how you picked apart our Forklift and found everything possible to be wrong with it, down to tire size and markings? I believe you ought to apply your own standard to yourself here and take heed for once.

Subject: Re: SWMOD Updates
Posted by [htmlgod](#) on Wed, 15 Mar 2006 00:43:24 GMT
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Let me break it down for you one last time, Aircraftkiller. For starters, here are the goals that I laid out for myself when I started this project. They remain essentially the same.

1. Learn a lot about game design, and have the complete experience of making a mod.

2. Pass time in a way that is artistic, challenging and enjoyable
3. Assiduously work to complete a well-made project that is important to me
4. Create a mod which is appealing to the public and which players can enjoy as much as I enjoy making it.
5. Proliferate the fame of the original Star Wars trilogy
6. Give something back to the community which has been good to me.

So far I've accomplished most of these objectives, but I cannot say that I've done what I set out to do until the mod is released and I've moved on. I've managed to work on this mod without too much of an impact on my social or academic life. It hasn't always been easy, and I'd be lying to tell you that it was always fun, but I've learned a lot about artwork, modding, computers, leadership, and myself, and I believe that SWMOD will be appreciated by this community.

However, you've no doubt found that "Earn Aircraftkiller's undying adoration" is not on this list. You'll also find that "Create flawlessly perfect artwork" is also not on this list. These were never my goals, and they are not particularly significant to any of my goals. So here it is, as blunt as I can give it to you: I DON'T CARE WHAT YOU THINK!

Whenever I talk to you, you ask me when SWMOD will be complete and released. Releasing this mod is important to me. If I so desired, I could work on SWMOD for the rest of my life, constantly refining it to the point of being beyond the capacity of the Renegade engine. But that wouldn't serve any of my purposes or help me to meet any of my goals. All it would really show is that I don't know when to be satisfied with something, and that I expect an impractical level of perfection. I do my best. It's enough for me, and it's enough for the people whose opinion I must heed - the people who will actually play this mod. Yes, I challenge you to improve, and yes, I do expect and even accept constructive criticism in return. But no, I'm not going to make this a lifelong project which, as a creation for the playing of the public, defeats its own purpose. I expect high standards of you because you want to work in the game industry and because modding is your life. I fully expect to come back and find you still working on mods or computer games 20 or 30 years from now. However, modding is not my life. This mod is, at best, a passing hobby. I work towards my artistic goals for this mod with an ever-increasing awareness of the fact that this entire project is ultimately valueless to me - except as an interesting pass-time - if I cannot make myself release the mod and move on to another outlet for my creativity. So thank you for your interest in SWMOD's artistic quality, but I must decide for myself the level of quality which best suits my goals.

Subject: Re: SWMOD Updates
Posted by [JeepRubi](#) on Wed, 15 Mar 2006 01:42:38 GMT
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Wow.

Subject: Re: SWMOD Updates
Posted by [Mad Ivan](#) on Wed, 15 Mar 2006 02:07:16 GMT

this will grow into something...interesting...

Subject: Re: SWMOD Updates

Posted by [Aircraftkiller](#) on Wed, 15 Mar 2006 02:43:13 GMT

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Quote:1. Learn a lot about game design, and have the complete experience of making a mod.

Game design requires being updated in the creation of artwork. You're still in the 2002 era, apparently. Unless this is intentional, you've failed there.

Quote:2. Pass time in a way that is artistic, challenging and enjoyable

Whatever works for you.

Quote:3. Assiduously work to complete a well-made project that is important to me

Well-made and "SWMOD" aren't synonymous.

Quote:4. Create a mod which is appealing to the public and which players can enjoy as much as I enjoy making it.

Which I see the public abandoning faster than the first Reborn release was.

Quote:5. Proliferate the fame of the original Star Wars trilogy

I hate Star Wars but that's another subject entirely.

Quote:6. Give something back to the community which has been good to me.

...Yeah, okay.

Quote:You'll also find that "Create flawlessly perfect artwork" is also not on this list. These were never my goals, and they are not particularly significant to any of my goals.

So since you've gone through and nitpicked people for hours at a time (Referring to the forklift here), you're not willing to improve yourself or your work after so stalwartly supporting the ongoing process of artistic improvement? You contradict yourself in ways I didn't think were possible. I'll be saving this post of yours any time you decide you'll nitpick anyone or anything in this community.

Quote:So here it is, as blunt as I can give it to you: I DON'T CARE WHAT YOU THINK!

Oh, but you certainly care enough to write a short essay about what I thought. Great work contradicting yourself again, champ.

Subject: Re: SWMOD Updates
Posted by [GrayWolf](#) on Wed, 15 Mar 2006 02:51:43 GMT
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I think its pretty cool.

It is true that the levels and textures can use some work.
I could never get that far on my own.

Subject: Re: SWMOD Updates
Posted by [JeepRubi](#) on Wed, 15 Mar 2006 03:17:10 GMT
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Im willing to make a map or two for the mod once it comes out.

Subject: Re: SWMOD Updates
Posted by [Mad Ivan](#) on Wed, 15 Mar 2006 03:30:50 GMT
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this mod will probably be my debute in mapping,lol.
I already have a very simple, but interesting idea for a map

BTW, HTMLGod, will mappers be allowed to modify existing infantry models?

Subject: Re: SWMOD Updates
Posted by [GrayWolf](#) on Wed, 15 Mar 2006 03:31:17 GMT
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Hey I would too...but im sure if you seen a few of the maps I made you'd be like "uhhh no ahh what the hell get away from me!!"

Subject: Re: SWMOD Updates
Posted by [Mad Ivan](#) on Wed, 15 Mar 2006 03:34:42 GMT
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nah, try, be a rebel

Subject: Re: SWMOD Updates
Posted by [Oblivion165](#) on Wed, 15 Mar 2006 04:13:53 GMT
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Mad Ivan wrote on Tue, 14 March 2006 22:30this mod will probably be my debute in mapping,lol.
I already have a very simple, but interesting idea for a map

BTW, HTMLGod, will mappers be allowed to modify existing infantry models?

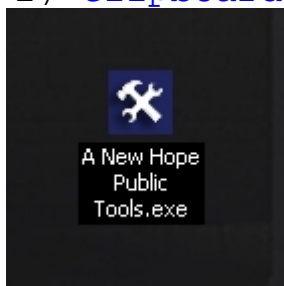
The last i heard from him was that you will be able to do what you wish.

Also I completed the TC Leveledit.

So all it has to do is be released.

File Attachments

1) [Clipboard01.jpg](#), downloaded 551 times



Subject: Re: SWMOD Updates

Posted by [PaRaDoX](#) on Wed, 15 Mar 2006 04:56:49 GMT

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No one makes TC mods for renegade i think there is maybe 3 or 4 all together that are somewhat decent.

What we need to do is offer some constructive criticism for HTMLGOD, Those Rock textures are way over tiled, better have a little bit of stretch then tiling them 45 times

from what i can see you could add some mesh smooth maybe to make it a little bit more appeasing

Subject: Re: SWMOD Updates

Posted by [nopol10](#) on Thu, 16 Mar 2006 02:52:06 GMT

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WNxCABAL wrote on Tue, 14 March 2006 11:35Will there be any Space mode/maps like on Empire at War, where you can actually fly in space and spawn at a space station?

P.S. Looks Sweet!

Look at what I made:

Ok. Don't complain about the textures. I didn't want to do much on it. This is just a sort of template.

Hope you consider this htmlgod.

And here is the map.

It's damn small.

I did this in an hour.

EDIT:I removed the map. Download the new one.

Subject: Re: SWMOD Updates

Posted by [nopol10](#) on Thu, 16 Mar 2006 09:32:57 GMT

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Whoops...

So that didn't work.

Sorry about that.

This version will work (I tested it this time...)

And another suggestion to htmlgod:

You could make the Death Star run a level by putting a piece of land at the bottom and then put the Death Star somewhere far in the horizon.

The Imperials will spawn in the Death Star while the Rebels spawn in the piece of land and use X-Wings and A-Wings against the Imps.

Except you will see some ugly patch of horizon thingy from the W3D engine.

File Attachments

1) [C&C_SpaceFight.mix](#), downloaded 88 times

Subject: Re: SWMOD Updates

Posted by [JeepRubi](#) on Thu, 16 Mar 2006 13:33:57 GMT

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Put the deathstar underneath to cover up the other thing at the bottom.
