

---

Subject: A New Hope - Mod Tools

Posted by [Oblivion165](#) on Fri, 23 Jun 2006 05:46:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

I know this is off topic, but do you know what happened to HTML God?

---

---

Subject: Re: A New Hope - Mod Tools

Posted by [Daze](#) on Fri, 23 Jun 2006 12:21:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<http://swmod.tk/>

Read.

---

---

Subject: Re: A New Hope - Mod Tools

Posted by [Kamuix](#) on Fri, 23 Jun 2006 17:19:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

## 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  
[View Forum Message](#) <> [Reply to Message](#)

---

Okay, i had just been wondering.

---