Subject: SW Mod Released!
Posted by JeepRubi on Sat, 02 Sep 2006 02:21:06 GMT
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For all of those loyal fans of the mod that are left, one of the mods betas has been released, only in a .pkg format unfortunaltely. This is the most current beta version of the mod and now, with the permission of HTMLGOD I give you SWMOD.

If antone could host a server with it, we might be able to get at least a couple of large games going.

Feel free to host it were ever, and spread the word of the release, ill see if i can get HTMGO to make an official announcement on the SWMOD site.

BTW: If you want proof of the permission HTMLGOD game me, or any other beta testers, look here http://newhope.conquergaming.com/

Subject: Re: SW Mod Released!
Posted by AmunRa on Sat, 02 Sep 2006 02:24:19 GMT
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nice! downloading now.

Subject: Re: SW Mod Released!
Posted by JeepRubi on Sat, 02 Sep 2006 02:33:00 GMT
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You will also need the scrips attached to this post to play.

```
File Attachments
1) scripts26.zip, downloaded 216 times
```

Subject: Re: SW Mod Released!
Posted by JeepRubi on Sat, 02 Sep 2006 02:53:04 GMT
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If anyone can upload this somewere else, i would have done it at file front but it wouldnt let me. I had never used this site so i diddnt know how it worked.

Subject: Re: SW Mod Released!
Posted by [NE]Fobby[GEN] on Sat, 02 Sep 2006 03:00:52 GMT

Somebody get a server up

Subject: Re: SW Mod Released!
Posted by AmunRa on Sat, 02 Sep 2006 03:04:21 GMT

ill upload it to my site later.

Subject: Re: SW Mod Released!
Posted by Oblivion165 on Sat, 02 Sep 2006 03:58:29 GMT

Oh man, this is a sad day. This release seem to actually regress from where it was. It back to a pkg and slot of the settings are off. Its nice to see the work compiled though.

Subject: Re: SW Mod Released!
Posted by LR01 on Sat, 02 Sep 2006 06:50:54 GMT

Will it be played online to?

what will the team do now? move to a other game?

Subject: Re: SW Mod Released!
Posted by IronWarrior on Sat, 02 Sep 2006 06:56:58 GMT

Hmm, do you need to make an account on that site`? Cause everytime I click to download, nothing happens.

Subject: Re: SW Mod Released!
Posted by PlastoJoe on Sat, 02 Sep 2006 07:15:52 GMT

Once I get the time, I'll give it a try. Looks pretty cool on the site; hope it plays just as cool.

Subject: Re: SW Mod Released!

Posted by LR01 on Sat, 02 Sep 2006 07:25:45 GMT
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Shall we play it online?

Subject: Re: SW Mod Released!
Posted by danpaul88 on Sat, 02 Sep 2006 09:11:19 GMT
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I can host an FDS for it if you want, but it will only support about 8 people at a time without lag (10 at a push)

EDIT: Or maybe not, I cant even download it >.<

Quote:Sorry, we have encountered an error. Details are below:

This download would take you to a total downloaded amount of 4,117 MB, which is over your allowed limit of 4,000 MB

Well... since I have never even used this site before, I would love to know how I have supposedly downloaded 4gb from it :S I always get this error on other sites like this as well, it's stupid...

Anyway... if anyone cares to send it to me on Xfire I will host an FDS and upload it to my sites downloads area. (Dont even try it on msn, would take hours).

Subject: Re: SW Mod Released!
Posted by futura83 on Sat, 02 Sep 2006 09:15:38 GMT
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it's only 150 odd MB.

i might host a server for it, but only for , but only for 14 people.

Subject: Re: SW Mod Released!
Posted by Stumpy on Sat, 02 Sep 2006 09:38:20 GMT
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here a better download link
http://ren-hq.de/files/index.php?act=view&id=94

Subject: Re: SW Mod Released!
Posted by pvtschlag on Sat, 02 Sep 2006 09:56:23 GMT
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Another mirror, http://pvtschlag.com/swmodbeta.rar

Haven't played it yet, but I will soon!

Subject: Re: SW Mod Released!
Posted by LR01 on Sat, 02 Sep 2006 10:18:35 GMT
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Can I trow the public tools away?

Subject: Re: SW Mod Released!
Posted by JeepRubi on Sat, 02 Sep 2006 10:58:27 GMT
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Yes.

Subject: Re: SW Mod Released!
Posted by aaaalex06 on Sat, 02 Sep 2006 14:37:38 GMT
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I would have hosted aswell ^^

seems like you guys beat me

seems and sounds like a good mod, cant wait to play!

Subject: Re: SW Mod Released!
Posted by Oblivion165 on Sat, 02 Sep 2006 14:55:52 GMT
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Yeah my public tools only work on the TC edition, if and when HtmlGod gets me the version on his laptop it will be a tc again. I would convert this one, but its missing about 6 maps that i had setup and were ready to go.

Checked my backups:

I have a version with 4 maps and all vehicles. But its a little out of date itself.

Mirrored:
(Jeep Ruby's Rlease)
http://www.oblivioninteractive.com/files/swmodbeta.rar

Subject: Re: SW Mod Released!
Posted by trooprm02 on Sat, 02 Sep 2006 19:16:09 GMT
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*downloads and is amazed *

Subject: Re: SW Mod Released!
Posted by z310 on Sun, 03 Sep 2006 02:07:44 GMT
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Flying the aircraft is quite interesting.

Subject: Re: SW Mod Released!
Posted by LR01 on Sun, 03 Sep 2006 09:58:00 GMT
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the aircrafts are only a little "needs practice"

Won't it be fun to play with other humans?

Subject: Re: SW Mod Released!
Posted by danpaul88 on Sun, 03 Sep 2006 10:21:50 GMT
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wrong topic >.<

Subject: Re: SW Mod Released!
Posted by futura83 on Sun, 03 Sep 2006 10:43:33 GMT
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danpaul88 wrote on Sun, 03 September 2006 06:21imo the base defenses are over powered,
they take out aircraft in 2 hits, and even an overlord struggles to take down even a single patriot
battery. I know it's true to Generals in that sense, but for the FPS genre it does not really work.

I love the superweapon targetting though

---

this is the Star wars mod topic

Subject: Re: SW Mod Released!
Posted by danpaul88 on Sun, 03 Sep 2006 11:05:07 GMT
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I noticed that when I couldnt find my reply in the other one ^^

Subject: Re: SW Mod Released!
Posted by [NE]Fobby[GEN] on Sun, 03 Sep 2006 16:34:07 GMT
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Hmm..

To be honest I'm very disapointed... I wish they had this finished, it had great potential...

Subject: Re: SW Mod Released!
Posted by futura83 on Sun, 03 Sep 2006 16:35:28 GMT
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wasnt it something about him losing his files that stopped the mod?

Subject: Re: SW Mod Released!
Posted by JeepRubi on Sun, 03 Sep 2006 17:16:07 GMT
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No, he has no time and his current build crashes so its not possible for a finished release.

Subject: Re: SW Mod Released!
Posted by JeepRubi on Mon, 04 Sep 2006 00:38:58 GMT
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Kamuix genarally offered to host a server on one of his computers, itis up if anyone wants to have a game!

Subject: Re: SW Mod Released!

Posted by PlastoJoe on Mon, 04 Sep 2006 17:24:33 GMT
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Sorry if it seems a dumb question to ask, but I'm not as computer literate as it seems most are here.

Once I have the .rar file, how do I get it to work with Renegade?

Subject: Re: SW Mod Released!
Posted by jnz on Mon, 04 Sep 2006 17:32:25 GMT
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LR01 wrote on Sat, 02 September 2006 11:18Can I trow the public tools away?

you can trow anything you want

to install you need to un-rar i suggest somthing like winrar.

then add the pkg to the data folder on server and client, i am guessing

Subject: Re: SW Mod Released!
Posted by PlastoJoe on Mon, 04 Sep 2006 20:27:04 GMT
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Thanks. Got it to work.

So much promise in this; it's really a shame it never got finished. I can only hope someone picks this up and gets inspired to finish it and release it.