

---

Subject: Renegade: A New Hope Update  
Posted by [htmlgod](#) on Wed, 05 Jan 2005 02:33:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is the Imperial Turbolaser. It is a large-scale enemy weapon carrying enough punch to cut through the shields and thick armor plating of modern warships, and enough to easily outgun and overpower any light starfighter the Rebellion can throw at it. Turbolasers are called such because they consist of two-stage supercharged laser cannons, creating a powerful beam, and then focusing it. They have a range two or three times as great as that of traditional laser cannons, such as those that are found on fighter vehicles and lightly-armed freighters. This weapon will function as an automated Imperial base defense, placed strategically in the area surrounding Imperial outposts to fend off possible attackers. This model was by Icedog90 and myself, and the texture was made entirely by me, HTMLGOD.

Visit <http://newhope.conquergaming.com> for other updates on SWMod, the Star Wars total conversion for Renegade.

---

Subject: Renegade: A New Hope Update  
Posted by [Jaspah](#) on Wed, 05 Jan 2005 04:34:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks pretty good. :thumbsup:

---

Subject: Renegade: A New Hope Update  
Posted by [csskiller](#) on Wed, 05 Jan 2005 04:51:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks good. :thumbsup: :thumbsup: I hope people dont start complaining about Star Wars again.

---

Subject: Renegade: A New Hope Update  
Posted by [cheesesoda](#) on Wed, 05 Jan 2005 04:57:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Looks like my cousin's Star Wars toys. It looks good, but looks like plastic.

---

Subject: Renegade: A New Hope Update  
Posted by [Hydra](#) on Wed, 05 Jan 2005 04:59:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I would say it looks more cartoonish. Nice model, though.

---

Subject: Renegade: A New Hope Update  
Posted by [Spice](#) on Wed, 05 Jan 2005 05:39:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Go grab a sheet of plastic and take another look at what it looks like , Because that hardly looks like plastic.

It does look somewhat cartoonish but...

The texture Job is awesome. You have come a LONG way. When htmlgod started this mod he knew nothing of texturing and modding. Look how far he has come?

He has made quite an accomplishment in such a short amount of time , That most people only dream of.

---

---

Subject: Renegade: A New Hope Update  
Posted by [Hydra](#) on Wed, 05 Jan 2005 05:46:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I think what may be giving it a cartoonish quality is the edges on and spaces between the plates on the texture are too defined and stand out a bit too much.

Take my suggestion with a grain of salt, though, because I know nothing of texturing or modeling; it certainly looks better than anything I could produce in a year.

---

---

Subject: Renegade: A New Hope Update  
Posted by [icedog90](#) on Wed, 05 Jan 2005 07:04:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

He replaced my barrels, and no offense to him but they're way less detailed than what mine were. You could of just had me redo them, the last ones just had a weird poly error that wasn't fixable. Plus, yours are too short.

---