Subject: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by rrutk on Mon, 21 Apr 2008 21:54:21 GMT
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Beta-Release:

http://rapidshare.com/files/109371039/Virtual-Westwood-Museum-Mod.zip.html

The Mod-Page will be here:
http://www.moddb.com/mods/10877/the-virtual-westwood-museum-mod

The Virtual Westwood Museum Mod V1.0

All the old Renegade-Beta and Renegade2-Vehicles are included and playable!

This is a beta, so be fair...please post MAJOR bugs.

AND READ THE README.TXT!

Special thanx to Reaver11 and all, who helped me!

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

THE VIRTUAL WESTWOOD MUSEUM MOD

This Mod is desiged to be a virtual museum for old original Westwood assets...and to have fun
with it

Map: Westwood/Mod by rrutk
Assets: Westwood (almost all)

Of course you are free to use the fixed vehicles/assets. Please refer in the credits.

C&C_Midnight_Islands (V 1.0):
[Out 21.04.2008]

 This map isn't supposed to be a flying map! But to play a little bit with the new flying units I set the
map flag as "flying".
 It will be returned to a non-flying map as soon as the next map (flying one) is done.

Done:

- Changed background settings to "Midnight Islands Atmosphere" with war blitz on the horizon

- Inserted Stuff:

     Old Loadscreen

GDI:

Weapons GDI:
- Old GDI Pistol

Vehicles GDI:
- Old GDI Harvester (AI, tracked - fixed by Di3HardNL)
- Old GDI Harvester (wheeled - Dollar-Animation by NeoSaber); with PT-Icon
- Old GDI Humvee; with PT-Icon
- Old GDI Medium Tank (fixed by ?); with PT-Icon
- Old GDI Mammoth Tank (fixed by ?); with PT-Icon

- Old GDI Vehicle-Hovercraft with Old GDI Harvester; as Deco
- Old GDI Vehicle-Hovercraft destroyed; as Deco
- Singleplayer GDI Personal-Hovercraft; as Deco
- Singleplayer GDI Vehicle-Hovercraft with Old Mammoth-Tank and Barrels; as Deco

- Singleplayer GDI A10-Aircraft
 - available via airstrike purchase terminal on the new air control console
 - or available via PT
 - costs 5000$
 - will made one airstrike targeting the enemy base and damage the main buildings
 - a signal-flare will be placed as a warning in the enemy base before, together with accustical warning
 - no points are given for the airstrike - there is no skill needed

- Available in the secrets (F8 > extras fnkqrrm > press ALT while entering vehicles/characters menu):
          - Standard GDI Transport Helicopter
   - Old GDI Orca Helicopter; with PT-Icon
    - the map will stay a non-flyable map. That means, you will have problems playing the flying units
     - further the airstrike is triggered by enter to script zones in the air over the bases

Buildings GDI:
- GDI Outpost Tower (made by Halo38)
 - based on an unfinished Westwood model
 - working just as a watchtower and sniperspot, not destroyable
- Old GDI Small Tower (part of an unfinished Westwood model); as Deco
- Old GDI Guard Tower; 2x; working as unmanned base defence; dont use the ladders
- Old GDI Guard Tower; 1x; working as unmanned base defence
- Old GDI Repairpad

- Old GDI Tiberium Silo (fixed by sgtmay/rrutk); it gives 1 credit per seconds until it's destroyed
- Old GDI Console; 3x; Deco as Airstrike Control & Purchase Terminal

Characters GDI:
- Old Military Police Soldier (fixed by Aircraftkiller); with PT-Icon

NOD:

Weapons NOD:
- Old NOD Pistol

Vehicles NOD:
- Old NOD Harvester (AI, tracked - fixed by Di3HardNL)
- Old GDI Harvester (wheeled - Dollar-Animation by NeoSaber); with PT-Icon
- Old NOD Buggy (fixed by Slash0x); with PT-Icon
- Old NOD Bike (fixed by ?); with PT-Icon
- Old NOD Light Tank (fixed by ?); with PT-Icon
- Old NOD Medium Tank (fixed by exdeath); with PT Icon
- Old NOD Flame Tank (fixed by ?); with PT-Icon
- Old NOD Truck without Load; with PT-Icon

- Old NOD Trucks with Load; 2x; as Deco
- Old NOD Truck without Load; as Deco
- Singleplayer NOD Truck; as Deco
- Old Load beside; 3x; as Deco
- Old NOD Vehicle-Hovercraft with NOD Standard Missile-Launcher; as Deco

- Old NOD SU-27-Aircraft
 - available via airstrike purchase terminal on the new air control console
 - or available via PT
 - costs 5000$
 - will made one airstrike targeting the enemy base and damage the main buildings
 - a signal-flare will be placed as a warning in the enemy base before, together with accustical warning
 - no points are given for the airstrike - there is no skill needed

 - Available in the secrets (F8 > extras fnkqrrm > press ALT while entering vehicles/characters menu):
  - Standard NOD Flying Vehicles
  - Singleplayer NOD Commanche Attack Helicopter; with PT-Icon
  - the map will stay a non-flyable map. That means, you will have problems playing the flying units
   - further the airstrike is triggered by enter to script zones in the air over the bases

Buildings NOD:

- NOD-Outpost (made by Halo38)
 - based on an unfinished Westwood model

- working just as a watchtower and sniperspot, not destroyable
- Old NOD Tiberium Silo (fixed by sgtmay); it gives 1 credit per seconds until it's destroyed
- Old NOD Repairpad
- Old NOD Gun-Emplacement; 2x; can be manned as base defence
- Old NOD Mobile Gun-Emplacement; can be manned as base defence
- Old NOD Construction Yard; Deco as Naval Construction Yard with Gunboat, Submarines and Loading
- Old NOD Piershack with Load; Deco
- Old NOD Console; 3x; Deco as Airstrike Control & Purchase Terminal

 Characters NOD:
- Old Flame-Thrower Outfit with backpack (fixed by ?)
- Old Chem-Warrior Outfit with backpack (fixed by ?)
- Old Sakura Outfit; with PT-Icon
 - it has a bug - her boops move sometimes to her back
 - maybe someone can fix this
- Sakura-Dead6 Alternate Outfit (made by ?); with PT-Icon
 - this is not original WW as far as I know, but an WW minded outfit like you see on loadscreen_lvl05_3.tga
- Mr.Tickles; with PT-Icon
 - of you buy him, dont stand to close to the purchase terminal - he will get stuck!

- Inserted Renegade2-Stuff (Soviet belongs to NOD; Allieds belongs to GDI):

 Natural: Bushes, Grass, Rocks

- Available in the secrets (F8 > extras fnkqrrm > press ALT while entering vehicles/characters menu):

Look at the included pictures of the vehicles made by Westwood!

 Vehicles Soviet
 - Soviet Vulture Helicopter (fixed by Halo38/rrutk); with PT-Icon
 - Soviet Kirov Airship; with PT-Icon
  - I animated the model (only four rotors are supported by Renegade, so one is out of work)
  - I gave it a bomb attack weapon
 - Soviet Rhino Tank; with PT-Icon
 - Soviet Apocalypse Tank; with PT-Icon
  - I gave the tank a very basic original soviet texture, the color grades are WW
    It came untextured with the Westwood file package
    There was a texture-map included (v_sov_atk.tga), maybe someone can re-texture the tank with this
  - Soviet Buggy; only the PT-Icon, there is no model

 Characters Soviet:

- Soviet Conscript; only the PT-Icon, there is no model
- Soviet Sweeper; only the PT-Icon, there is no model
- Soviet Scavenger; only the PT-Icon, there is no model
- Soviet Lone; only the PT-Icon, there is no model

Vehicles Allieds:
- Allied Transport Helicopter; with PT-Icon
- Allied Prisma Trank; with PT-Icon
- I reconstructed the original beam weapons (primary/secondary) and gave the tank a very basic original allied texture
  It came untextured with the Westwood file package
- Allied Light Tank; with PT-Icon
- Allied Grizzly Tank; with PT-Icon

Characters Allieds:
- Allied Seal-1; only the PT-Icon, there is no model
- Allied Seal-2; only the PT-Icon, there is no model

ToDo:

- Fix Old Sakura (moving boobs

- Fix Old NOD Medium Tank (Damage Emitter)
- ReMake Old GDI Medium Tank (to have moving wheels)

- Insert tiberium crystals and damp

- Insert Beta C&C_Under

- Find Old NOD Flamer bug (seems to be that sometimes, if one collides with an other vehicle, it sends you to nirvana)
- Fix Mr. Tickles - he will get stucked, if one is standing to close to purchase terminal while buying him

- Look for more old outfits and assets in always.dat and .mix-files

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The next map (a flying one) will include:

- Renegade-2 Trees and Big Walls
- Old GDI Refinery; Deco
- Old GDI Tower-Fragment
- Old GDI Airstrip

- Old GDI Helipad
- Old GDI OrcaLift
- other Old GDI Orca
- Old NOD Helipad

- other versions of silos

- i'm looking for the Westwood NOD Advanced Powerplant

Other old assets are playable for instance in some maps made by Aircraftkiller.

- C&C_Basin
 - Old Hand of Nod

- C&C_Country_Meadow
 - Old Hand of Nod
 - Old GDI Small Tower

- C&C_Golf_Course
 - Old Hand of Nod

- C&C_Mars
 - Old Hand of Nod
 - Old GDI Communications Center

- C&C_Metropolis
 - Old Hand of Nod

- C&C_Mutation_Redux
 - Old GDI Medium Tank

- C&C_River_Canyon
 - Old Hand of Nod

- C&C_River_RaidTS
 - Old GDI-Communications Center
 - Old Science Facility
 - Old Hand of Nod

- C&C_Sand
 - Old Hand of Nod

- C&C_The_Woods_Today
 - Old Hand of Nod

File Attachments

1) NOD_Beta_Vehicles.jpg, downloaded 1123 times

SW

+100
100

2) GDI_Beta_Vehicles.jpg, downloaded 1103 times

E

EVA

+150

150

PC1

3) Ren2_Soviet_Vehicles.jpg, downloaded 1067 times

74

SW

+100
100

Credits: 98521
Time Remainir

4) Ren2_Allied_Vehicles.jpg, downloaded 1062 times

SE

+100

100

5) Bombing_Kirov.jpg, downloaded 1036 times

63

PC1

N

250
250

EVA

Credits: 99416
Time Remainin

6) Prisma_Fire.jpg, downloaded 1062 times

400

050

N

EVA

7) Prisma_Hit1.jpg, downloaded 1064 times

8) Prisma_Hit2.jpg, downloaded 1007 times

117

262

RED

[Prisma Tank

NE

262

Credits: 10007

Time Remainir