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Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0

Posted by [Canadacdn](#) on Tue, 22 Apr 2008 02:20:49 GMT

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Found some bugs:

- The Humm-vee's side and back windows are not transparent, only the front.
- Part of the Tiberium Silo has no collision detection, and vehicles can get stuck inside of it.
- Your character goes crazy when he or she climbs to the top of the GDI guard tower.
- VIS is glitchy in some areas.
- The first Sakura model is not set up properly, LOD is messed up.
- No alpha channel on the back of the Nod Buggy.
- The Vulture is too small.
- The Kirov is way too small, fast and easy to kill. Also, the top propeller doesn't work.

Other than these minor problems, it's a very nice mod.