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

Posted by [rrutk](#) on Tue, 27 May 2008 19:32:55 GMT

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Released Version 2.0 today. 3 Maps included and new units.

See changelog below for details.

Download at filefront:

<http://files.filefront.com/Virtual+Westwood+Museum+M0zip;/10377241;/fileinfo.htm> I

or ModDB: <http://www.moddb.com/mods/10877/the-virtual-westwood-museum-mod/downloads>

All the additional units:

New PT-System:

Changelog:

Changes in V2.0 (27.05.2008):

- changed purchase logic to "Expanded Vehicle Factory set of scripts" by Matt Bailey "Whitedragon"
- increased vehicle limits
- flying, ground and (later) naval units are separated now
- use PT-Sidebar instead of Standard-PT-Menu (Up/Down-Arrows from APB)
- the Sidebar includes all units from the "Extras"-PT-Entries
- Sidebar designed with Old Beta elements
- the "Extras"-PT-Entries will automatically be enabled
- changed the health and skin of the new buildings to Renegade standard
- changed health and shield of the KIROV
- added Old Orca Enter-/Exit-Animation
- added and fixed second Old Nod Apache; with PT-Icon
- added Old Nod Minigunner Outfit
- added Old Nod Minigunner Officer Outfit
- added alternate GDI Engineer outfit; with PT-Icon
- added alternate GDI Minigunner outfit; with PT-Icon
- moved MP-Soldier as an alternate outfit for the GDI Minigunner; with PT-Icon
- added Maus; with PT-Icon
- added Locke; with PT-Icon
- named the Female Civil Resistance Character "Leila"
- added First Mate; with PT-Icon
- added Sea-Captain; with PT-Icon
- added Civil Petrova (for NOD); with PT-Icon
- added Nod Mutant Petrova (as alternate outfit); with PT-Icon
- added alternate Kane Outfit; with PT-Icon
- fixed worldbox of Kirov, Vulture and Nod Medium Tank

- fixed Weapon Mr.Tickles
- removed currently unavailable units from the PT-Menu
- added announcement-strings for the new buildings
- added virtual PT for airstrike purchase terminals on C&C_Midnight_Islands; removed airstrike purchase from standard PT's
- removed naval deco vehicles and deco-stuff from C&C_Midnight_Islands - they will be back as working naval units in a later release
- added NOD SSM Missile Launcher; with PT-Icon - I reboned it to be useable in multiplayer
- added NOD Standard Truck as an alternate vehicle; with PT-Icon
- added animation for 5th Kirov Rotor
- added reload-animation for Kirov Bomb-Weapon
- fixed the GDI Mammoth Tank to have moving wheels

- increased GDI Mammoth Tank suspension
- increased credits given by GDI/NOD Refinery on dump

- set C&C_Midnight_Islands back as a non-flying map

- added C&C_Dawn_Walls_Flying (flying map)
- added Old Nod Helipads; set it as flying vehicle factory
- added Old GDI Helipads; set it as flying vehicle factory
- added Renegade2 Pine Trees
- added Standard SP NOD SAM Sites
- added Re-Skinned Standard SP GDI SAM Sites

- added C&C_Rainy_City_Flying (flying map)
- added Old GDI Airstrip; working as double Helipad
- added Old Nod Helipads

---> ???

Known Issues (help needed, may be these can be fixed by someone with better knowledge/abilities):

- Make a second Apoc tank with this texture: v_sov_atk.tga
- Old Sakura texture glitching while moving
- Inaccurate texture of Dead6-Sakura (neck)
- Mr.Tickles model is to big
- if you buy him, dont stand to close to the purchase terminal - he will get stucked!
- he is also not able to climb onto the outpost tower
- no Damage/Destroy-Messages printed out in message box for SAM, Guard Tower and Gun-Emplacement/Mobile Gun-Emplacement
- no Purchase-Messages printed out in message box for Airstrike

SSM starting:

Have fun!

File Attachments

1) [Units_PT_small.jpg](#), downloaded 2190 times



LATER:



2) [PT-System_2.jpg](#), downloaded 1943 times



3) [SSM_Start.jpg](#), downloaded 1930 times

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Credits: 99371

Time Remaining