
Subject: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [rrutk](#) on Thu, 22 Jan 2009 01:46:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some pics from WW Museum Mod 0.3b comming soon...

here you see the GDI Pier for Naval Units...

I buildt it from the SP Nod Pier...

File Attachments

1) [ScreenShot01.jpg](#), downloaded 502 times

96



Credits: 98939

Time Remaining

2) [ScreenShot02.jpg](#), downloaded 503 times



IGDF Pier
■■■■■■■■■■

PC1



Credits: 99631
Time Remaining

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...
Posted by [mrŁŁŠÄ-z](#) on Thu, 22 Jan 2009 09:13:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow very nice, can we have boats there ?

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...
Posted by [Reaver11](#) on Thu, 22 Jan 2009 11:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think you can

Nice work Rutk!

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...
Posted by [rrutk](#) on Thu, 22 Jan 2009 11:30:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes, the plan is to have:

- gunboats
- submarines
- personal transport hovercrafts
- vehicle transport hovercrafts -> so you can drive e.g. someones medtank over the sea for a landing operation (D-Day
- and flying units, so you can attack the naval units with them
- if the FPS-thing (I have not so many idea about VIS) will not be a problem, there will be a complete new gameplay, I hope.

Map is nearly done. They only things remaining is to bone and set-up the naval units, make the VIS and find a way to calculate the waypaths (2GB RAM Limit).

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...
Posted by [mrŁŁŠÄ-z](#) on Thu, 22 Jan 2009 12:59:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

"calculate the waypaths"

I never used "Generate Waypaths" and the waypaths still worked perfect

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [DeathC200](#) on Thu, 22 Jan 2009 14:29:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

very nice work i am proud to say you have pulled off some great work man i wish you the best in all the wonderfull museum mods that you are going to be doing cause i loved your first one to death Laughing

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [Gen_Blacky](#) on Thu, 22 Jan 2009 18:16:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are submarines just vtol vehicles that are in a box ? never knew.

There is a tutorial on doing a vis sytem on your maps I would at least recommend generating a vis sytem if its a big map.

I never used "Generate Waypaths" and the waypaths still worked perfect

rofl

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [mr£Ã\\$Ä-z](#) on Thu, 22 Jan 2009 18:58:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

You dont know what i mean

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [rrutk](#) on Fri, 23 Jan 2009 03:32:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Some more...

File Attachments

1) [ScreenShot06.jpg](#), downloaded 429 times

93

PC1

NW

+150

060

Credits: 98899

Time Remaining

2) [ScreenShot07.jpg](#), downloaded 409 times

96



Credits: 99069
Time Remaining

3) [ScreenShot18.jpg](#), downloaded 414 times



GDI Pier destroyed.



GDI Guard Tower

PC1



Credits: 10213

Time Remaining

4) [ScreenShot04.jpg](#), downloaded 425 times

67



PC1



Credits: 98795
Time Remaining

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [LR01](#) on Fri, 23 Jan 2009 12:19:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

ow, I start to like it now

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [TeamWolf](#) on Fri, 23 Jan 2009 13:20:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am so glad that you are still working on this, keep it up!

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [ErroR](#) on Fri, 23 Jan 2009 14:35:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

HOLY SHIT that's awesome!

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [rrutk](#) on Mon, 26 Jan 2009 02:40:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

work on naval units is going on...

File Attachments

1) [pers_hover2.jpg](#), downloaded 336 times



2) [gunboat.jpg](#), downloaded 347 times



Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [ErroR](#) on Mon, 26 Jan 2009 08:23:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

from the pic i see that the blades of the heli have a wrong texture also you need cameras for the missile boat ?

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [rutk](#) on Mon, 26 Jan 2009 11:09:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Mon, 26 January 2009 02:23from the pic i see that the blades of the heli have a wrong texture also you need cameras for the missile boat ?

i know.

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [ArtyWh0re](#) on Mon, 26 Jan 2009 13:11:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thats pretty cool dude, the navel yard looks well made with the gaurdtower added aswell.

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [ErroR](#) on Mon, 26 Jan 2009 13:32:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Orca234 wrote on Mon, 26 January 2009 15:11Thats pretty cool dude, the navel yard looks well made with the gaurdtower added aswell.

indeed, can't wait for this update

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [DeathC200](#) on Mon, 26 Jan 2009 16:09:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

love em all good job

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [Prulez](#) on Mon, 26 Jan 2009 16:20:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Looking good, keep up the good work
