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

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

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

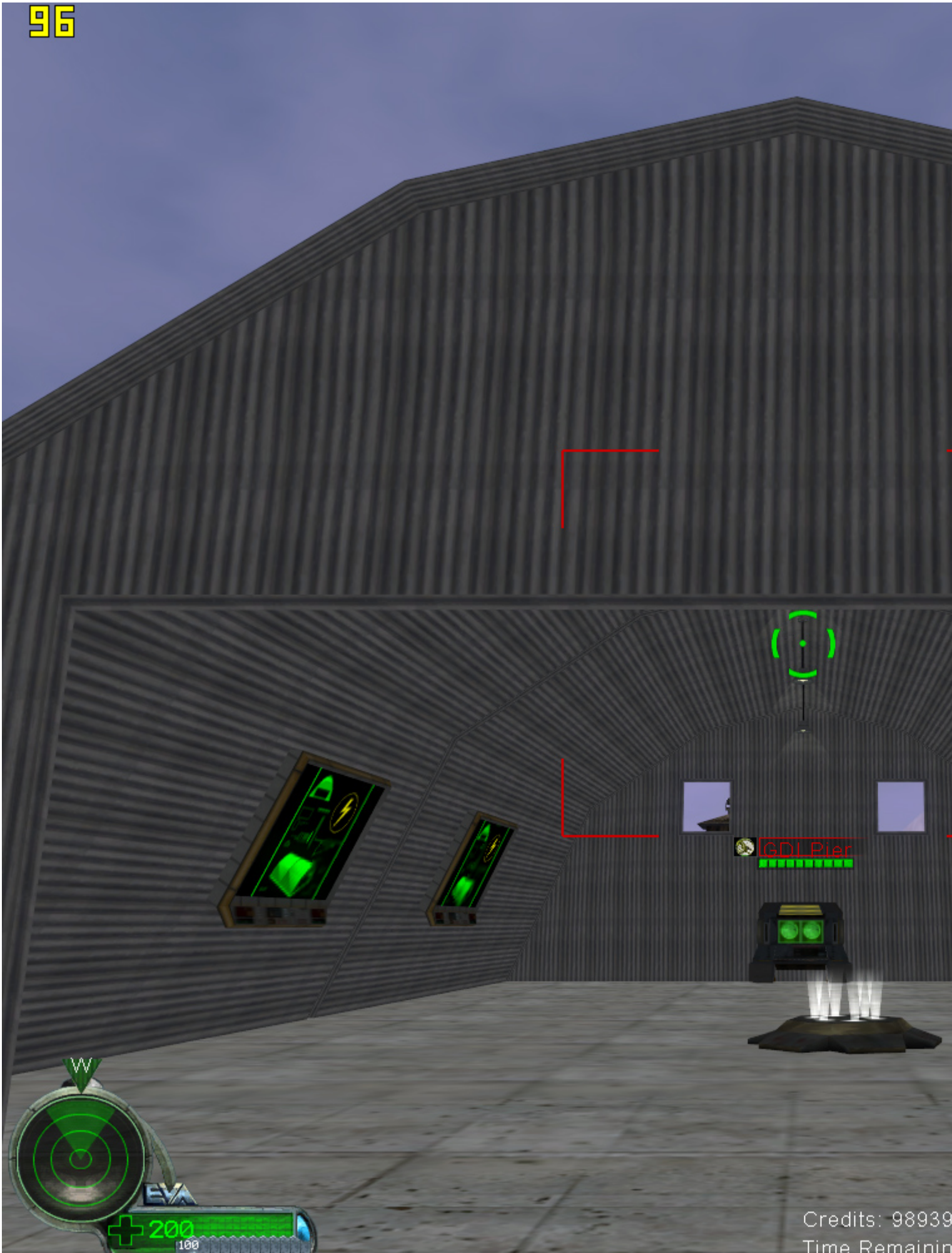
here you see the GDI Pier for Naval Units...

I buildt it from the SP Nod Pier...

---

### File Attachments

1) [ScreenShot01.jpg](#), downloaded 331 times



2) [ScreenShot02.jpg](#), downloaded 337 times



GDI Pier

PC1

SW

250  
100

Credits: 99631  
Time Remaining

Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...  
Posted by [mrÅ£ÄŞÄ-z](#) on Thu, 22 Jan 2009 09:13:16 GMT  
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wow very nice, can we have boats there ?

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Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...  
Posted by [Reaver11](#) on Thu, 22 Jan 2009 11:25:35 GMT  
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I think you can

Nice work Rrutk!

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

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Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...  
Posted by [mrÅ£ÄŞÄ-z](#) on Thu, 22 Jan 2009 12:59:53 GMT  
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"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

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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 musem mods that you are going to be doing cause i loved your first one to death Laughing

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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

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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

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

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

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You dont know what i mean

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

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

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Some more...

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## File Attachments

1) [ScreenShot06.jpg](#), downloaded 303 times

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93



PC1

NW

EVA

+ 150

060

Credits: 98899  
Time Remaining

2) [ScreenShot07.jpg](#), downloaded 276 times



96



NE

EM

150

053

Credits: 99069  
Time Remaining

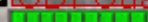
3) [ScreenShot18.jpg](#), downloaded 286 times



GDI Pier destroyed.



GDI Guard Tower



PC1



Credits: 40213  
Time Remain

4) [ScreenShot04.jpg](#), downloaded 294 times

67



NE

+150  
150

EVA

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

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ow, I start to like it now

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

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

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

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

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

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HOLY SHIT that's awesome!

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

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

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work on naval units is going on...

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## File Attachments

1) [pers\\_hover2.jpg](#), downloaded 207 times

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2) [gunboat.jpg](#), downloaded 219 times



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Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...  
Posted by [ErroR](#) on Mon, 26 Jan 2009 08:23:48 GMT  
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from the pic i see that the blades of the heli have a wrong texture also you need cameras for the missile boat ?

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Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...  
Posted by [rutk](#) on Mon, 26 Jan 2009 11:09:45 GMT  
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ErroR wrote on Mon, 26 January 2009 02:23 from 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

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

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

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

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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

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

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

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love em all good job

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

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

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Looking good, keep up the good work

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