
Subject: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Wed, 04 Feb 2009 03:39:38 GMT
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[FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta

Download at:

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

As for the moment you can also this link:

<http://tw.united-forum.de/Renegade/rrutk/Virtual-Museum-Mod%200.3%20Beta.zip>

Impression:

Playable additional units:

Changelog

As you can see, I have deleted all the maps from the old Versions.

Version name system changed, because it's still a beta.

ATM there is only one map included, VM_TheTwoTowers, made by me.

It's a large map with enough space for most of the old or unused stuff, including naval units and all Renegade2-models.

Enjoy!

More, but smaller maps with more stuff will follow soon.

Installation

How to install this Mod...

- 1) Have Renegade (Version 1.037) installed
 - Yes, it will work with "The First Decade" Version of Renegade
- 2) Install the latest scripts update (at the moment Version 3.4.4)
 - this is very important, otherwise the mod will not work
 - I've included the exe-version within this zip package
 - alternate download location: <http://ren.game-maps.net/index.php?action=category&id=79>
- 3) Copy the file "Virtual-Westwood-Museum-Mod.pkg" into your Renegade\Data folder

- 4) Copy the file "hud.ini" into your Renegade\Data folder
- this mod is not compatible with other huds, e.g. "D6HUD v1.0 by cAmpa & DeathLink6.0":
 - if you already use an hud.ini, make a backup of it and replace the file

- 5) Copy the file "cameras.ini" into your Renegade\Data folder
- you can overwrite an existing file
 - just make a backup

- for playing Renegade with RenGuard, you have to remove this file from your directory
- after this, this mod will not work properly

6) Re-Start Renegade

7) For testing:

- go to: Multiplayer LAN -> Host Game -> Map Cycle
- select the Mod-Package "Virtual-Westwood-Museum-Mod"
- add the map to your cycle-list (ATM only VM_TheTwoTowers.lsd)
- go to: Advanced -> make sure, "Dedicated Server" is OFF
- go to: Basic -> set Number of Players to 1
- Start the game

For multiplayer gaming:

- set up a server this way

Have Fun!
rrutk

How to enter naval vehicles

- How to enter/exit a naval vehicle:

- ENTER:
 - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible to the vehicle
 - see enter_naval_vehicle.jpg
 - if there is no mesh between you and the vehicle, it has a large enter-area
- EXIT:
 - exit is only possible in one direction: to the front (bow) of the vehicle
 - you have to figure out a good position for exit
 - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

Readme and known bugs

THE VIRTUAL WESTWOOD MUSEUM MOD
V 0.3 Beta (Out 04.02.2009)

#####

```
# !!! YOU NEED THE ACTUAL RENEGADE-SCRIPTS TO PLAY THIS MOD !!! #
# #
# Install: scripts344.exe included in this package! #
# #
# Place hud.ini into your Renegade\Data-folder #
# Place cameras.ini into your Renegade\Data-folder #
# #
# !!! Read the "Installation.txt" !!! #
#####
```

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

It's not compatible with RenGuard because of the expanded cameras.ini

Map: Westwood/Mod by rrutk
Assets: Westwood (almost all)
Some Scripts: madrackz (Thanks!)

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

General Changes:

Done:

- changed purchase logic to "Expanded Vehicle Factory set of scripts" by Matt Bailey "Whitedragon"
- increased vehicle limits
- flying, ground and naval units are separated now
- naval construction zones are marked with seabuoys
- use PT-Sidebar instead of Standard-PT-Menu (Up/Down-Arrows from APB by Venompawz)
- Sidebar designed with Old Beta elements
- the Sidebar includes all units from the "Extras"-PT-Entries
- the "Extras"-PT-Entries will automatically be enabled

- Made GDI MRLS Turret turnable

- Inserted Renegade-Stuff:
 - Old Loadscreen
 - Old Scope

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 ?/rrutk); with PT-Icon
- Old GDI Mammoth Tank (fixed by ?/rrutk); with PT-Icon

Naval Vehicles GDI:

- Old GDI Light Transport Hovercraft; with PT-Icon
- SP GDI Heavy Transport Hovercraft; with PT-Icon
- SP GDI Personal Transport Hovercraft; with PT-Icon
- SP GDI Gunboat; with PT-Icon
 - I gave it a can-weapon against submarines (secondary fired from stern)
- GDI-Skinned SP Submarine (in SP only NOD has Submarines); with PT-Icon
 - I gave it a torpedo weapon
 - How to enter/exit a naval vehicle:
 - ENTER:
 - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible to the vehicle
 - see enter_naval_vehicle.jpg
 - if there is no mesh between you and the vehicle, it has a large enter-area
 - EXIT:
 - exit is only possible in one direction: to the front (bow) of the vehicle
 - exit is only possible, if there is no mesh between the vehicle and the ground (not possible at pier!)
 - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

Flying Vehicles GDI:

- Old GDI Orca Helicopter; with PT-Icon

Characters GDI:

- Engineer alternate outfit; with PT-Icon
- MiniGunner alternate outfit; with PT-Icon
- MiniGunner second alternate outfit; with PT-Icon
- Maus; with PT-Icon
- Locke; with PT-Icon
- Old Havoc (= Logan); with PT-Icon
- Female Civil Resistance (I named her "Leila"); with PT-Icon

NOD:

Weapons NOD:

- Old NOD Pistol
- Old SBH Laser Rifle (skin by Commando)
- Old Laser Chain-Gun (skin by Commando)

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 ?/rrutk); with PT-Icon
- Old NOD Truck without Load; with PT-Icon
- SP NOD Truck; with PT-Icon
- Old NOD Apache (Version 1); with PT-Icon
- Old NOD Apache (Version 2); with PT-Icon
 - use alternate outfit button
- SP NOD SSM Missile-Launcher; with PT-Icon
 - I reboned it to be useable in multiplayer

Naval Vehicles NOD:

- Old NOD Light Transport Hovercraft; with PT-Icon
- SP NOD Submarine; with PT-Icon
 - I gave it a torpedo weapon
- NOD-Skinned SP Gunboat (in SP only GDI has Gunboats); with PT-Icon
 - I gave it a can-weapon against submarines (secondary fired from stern)
 - How to enter/exit a naval vehicle:
 - ENTER:
 - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible to the vehicle
 - see enter_naval_vehicle.jpg
 - if there is no mesh between you and the vehicle, it has a large enter-area
 - EXIT:
 - exit is only possible in one direction: to the front (bow) of the vehicle
 - exit is only possible, if there is no mesh between the vehicle and the ground (not possible at pier!)
 - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

Flying Vehicles NOD:

- SP NOD Commanche Attack Helicopter; with PT-Icon
- gave it the original machine gun & rocket weapon
- at the same PT button like the Apache, because the PT-list is full; use alternate outfit button

Characters NOD:

- Old Minigunner Outfit (fixed by Canadacdn)
- Old Minigunner Officer Outfit (fixed by EatMyCar/Carnotaurus)
- Old Flame-Thrower Outfit with backpack (fixed by ?)
- Old Chem-Warrior Outfit with backpack (fixed by ?)
- Old Sakura Outfit; with PT-Icon
- 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
- First Mate; with PT-Icon
- Sea-Captain; with PT-Icon
- Civil Petrova; with PT-Icon
- Mutant Petrova (as alternate Outfit); with PT-Icon
- Kane; with PT-Icon
- Kane hologram outfit; with PT-Icon
- Mr.Tickles; with PT-Icon
- if you buy him, dont stand to close to the purchase terminal - he will get stucked!
- because his model is to big, he is also not able to climb onto the outpost towers
- Renegade Purchase Icon Templates and some Icons by Taximes/Halo38

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

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

Vehicles Soviet:

- 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

Vehicles Allied:

- 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

Flying Vehicles Soviet:

- Soviet Vulture Helicopter (fixed by Halo38/rrutk); with PT-Icon
- Soviet Kirov Airship; with PT-Icon
- I animated the model including its bomb attack weapon

Flying Vehicles Allied:

- Allied Transport Helicopter (fixed/skinned by Assassin); with PT-Icon
- Renegade2 Purchase Icon Templates by Assassin

VM_TheTwoTowers:

- Inserted Renegade-Stuff:

Buildings GDI:

- GDI Outpost Tower (made by Halo38)
 - based on an unfinished Westwood model
 - working as a watchtower and sniperspot
- Old GDI Small Outpost Tower (part of the unfinished Westwood model above)
- Old GDI Repairpad
- Old GDI Tiberium Silo (fixed by sgtmay/rrutk); it gives 1 credit per 5 seconds until it's destroyed
- Old GDI Heli-Pad (fixed by Aircraftkiller)
- Old GDI Airstrip; fixed and working, but ATM switched off as Deco
- Old GDI Communications Center [without the underground floor]; fixed and working; but ATM switched off as Deco
- Old GDI Guard Tower, Version 1 (fixed by Aircraftkiller)
- Old GDI Guard Tower, Version 2 (fixed by Aircraftkiller)
- GDI-Skinned SP Pier; used as necessary building for the naval units
 - because the Pier is a little bit far away from the rest of the base, there is a teleport-zone from Barracks to Pier and back:
 - use the teleport-pedestals in Barracks and Pier
- Piershack
- Old GDI Console (as GDI Pier MCT)
- GDI-Skinned SP SAM Site (in SP only NOD has SAMs)

Vehicles GDI:

- Destroyed GDI Light Transport Hovercraft; as Deco

Buildings NOD:

- Old Hand of NOD
- NOD Outpost (made by Halo38)
 - based on an unfinished Westwood model
 - working as a watchtower and sniperspot
- Old NOD Repairpad
- Old NOD Tiberium Silo (fixed by sgtmay); it gives 1 credit per 5 seconds until it's destroyed
- Old NOD Heli-Pad; fixed by Aircraftkiller
- Old NOD Construction Yard; as Deco
 - these files are quiet old and complete broken
 - it has no mesh-prefixes usable for the building controler
 - because I know no way to rename the meshes in the w3d-file, I guess, this building will never be able to be switched on
- SP NOD Pier; used as necessary building for the naval units
 - because the Pier is a little bit far away from the rest of the base, there is a teleport-zone from HON to Pier and back:
 - use the teleport-pedestals in HON and Pier
- Piershack

- some Load from Old NOD Truck as Deco
- Old NOD Console (as GDI Pier MCT)
- NOD Big Gun (Big Turret = Shore Defence Cannon)
- Old NOD Gun-Emplacement; can be manned as shore defence too
- Old NOD Mobile Gun-Emplacement; fixed, as Deco, but can be manned as base defence too
- SP SAM Site

Buildings & Characters Mutants:

- Mutant Lab (Science Facility); fixed by Aircraftkiller, not destroyable
- inside there are 3 different Purchase Terminals, where you buy mutants of your team color (from SP) per poke:
 - Mutant Initiate (0 \$)
 - Mutant Acolyte (250 \$)
 - Mutant Templar (500 \$)
- outside you see a fallen barrel with liquid tiberium leaking out to the ground
- if you enter a small area around it, your infantry character will change to:
 - Visceroid (without \$)
- Inserted Renegade2-Stuff (Soviet belongs to NOD; Allies belongs to GDI):

Natural: Trees, Bushes, Grass, Rocks

Buildings Soviet:

- Big Walls (Towers + Walls) for NOD & GDI; used Renegade GDI-Logo for GDI-Version of this

Known Issues (fixed soon):

- Vehicles will get stuck near or over Ladders !
- this will be fixed in a new version of the scripts.dll shipped with the "Tiberian Technologies Patch"
- re-entering the vehicle helps at the moment (but not in the air, of course)
- Attack announcement messages from friendly fire
- scripting problem, script needs bugfix (madrackz)

Known Issues (help needed):

- VM_TheTwoTowers needs a good VIS-System (looking for a good mapper!!!)
- 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 ladders
- Old Sakura texture glitching while moving

- dont know, what the reason for this is - the problem occurs in game not all the time
- dont land with a submarine or drive close to beach - your vehicle will get stuck (worldbox?)

Known Issues (not fixable): - you can see water inside the NOD/GDI Submarines

- I wanted the Transport Hovercrafts be able to really transport other vehicles
- unless someone finds a way from blocking only naval units at the sea/land-border it's not possible

Miscellaneous:

- the message-sounds for the new buildings are only in german at the moment
- if someone can build them in good quality from snippets of the english .wav's, I will include them too

ToDo in Future:

General:

- insert english attack/killed/repared-messages for the new buildings
- adjust Old Sniper Scope
- find use for GDI Airstrip (e.g. with an airstrike)
- make texture for GDI Light Transport Hovercraft from FX-texture "huvercraftmap.dds"
- improve the texture of Soviet Apocalypse Tank and Allied Prisma Tank
- insert an second Apoc tank version with this texture: v_sov_atk.tga
- insert Old GDI OrcaLift (fixed by Genocide) - looking for its textures !
- insert Singleplayer GDI A10-Aircraft & Old NOD SU-27-Aircraft (e.g. for scripted cinematic airstrikes)
- insert Old GDI APC (textured wheels)
- cut more terrain below the buildings of VM_TheTwoTowers

Other Maps:

- insert Old GDI Refinery (new map)
- insert ground floor of Old GDI Communications Center, improve texture
- make an Infantry-only-Map (Winter) and with other versions of Old GDI & NOD Tiberium Silo
- insert Big Walls in destroyed condition (as deco in other map)
- DM Map with Old Bunker

- insert Ren2-Cliff

HELP WANTED

To the moment I worked on this mod for about 800 to 1000 hours.

It's a 1-man-project and ATM I'm completly tired of it and will take (or need) a little break from modding, e.g. just for enjoying gaming. By the way, it would be nice, if i would be able to play my own mod with some people!

I think, this Mod is really good, but the map needs a acceptable VIS System. I tried to make it, but I failed. I made two VIS layers and got framerates like a dream (~130 FPS average), but RenX failed to export more VIS layers. So removed VIS (only the buildings have vis sectors), because all the terrain disapeared while flying with a heli.

It would be GREAT, if some mapping god could set up a VIS.

And I promise, all further maps will be MUTCH smaller. This was my first map.

File Attachments

1) [Playable_Units_vsmall.jpg](#), downloaded 4421 times



2) [Sub_Attack_vsmall.jpg](#), downloaded 3027 times



Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [Goztow](#) on Wed, 04 Feb 2009 08:25:06 GMT

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Wow that's huge! Could you make a small announcement post about it on rencom using this link (ignore the error it gives after submission, it just means I'll need to approve the post).

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [DeathC200](#) on Wed, 04 Feb 2009 15:05:21 GMT

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It Looks Awsome and am proud to say you have done a tremondus job of working on the westwood musem projects if you need any help just ask me i well see whayt i can do

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Wed, 04 Feb 2009 15:08:58 GMT

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DeathC200 wrote on Wed, 04 February 2009 09:05It Looks Awsome and am proud to say you have done a tremondus job of working on the westwood musem projects if you need any help just ask me i well see whayt i can do

thx
would like to see some feedback here...

..and if some1 would help:

- VIS for VM_TheTwoTowers
- fixes for the bugs described in readme.txt
- ApocTank retextured with the included original WW-texture
- a character artist modeling the fantastic Renegade2-Characters from the concepts...

but first, lets talk about this version

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [DeathC200](#) on Thu, 05 Feb 2009 12:22:16 GMT

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rrutk wrote on Wed, 04 February 2009 09:08DeathC200 wrote on Wed, 04 February 2009 09:05It Looks Awsome and am proud to say you have done a tremondus job of working on the westwood musem projects if you need any help just ask me i well see whayt i can do

thx
would like to see some feedback here...

..and if some1 would help:

- VIS for VM_TheTwoTowers
- fixes for the bugs described in readme.txt
- ApocTank retextured with the included original WW-texture
- a character artist modeling the fantastic Renegade2-Characters from the concepts...

but first, lets talk about this version

well do lets schedule a time around saturday and talk over on a teamspeak client if you have teamspeak or msn you just tell me and i well see what i can do in my poowers to help

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [ArtyWh0re](#) on Thu, 05 Feb 2009 16:01:36 GMT

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Nice. Very GJ!, especially for a 1 man project.

Will Download when I get home. W00t the sea units look fun.

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Thu, 05 Feb 2009 16:38:15 GMT

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may be, the balancing should be better. but, yes, it makes fun

here a tip for naval warfare:

the gunboat have a secondary can-weapon (= bombs exploding in deep water against submarines) like in real life.

the subs are able to fire torpedos (half the speed of rockets) under water, just like in real life.

but to make it not so easy for subs, the torpedos are NOT tracking (in real life they would), and the are only able to fire just straight foreward. so, they have to sneak to the boat and fire at the water surface, then dive away.

pix to show:

falling can:

can explosion:

(The explosion should be better a new emitter with a water explosion).

File Attachments

1) [Falling_Can.jpg](#), downloaded 2447 times



2) [Can_Explosion.jpg](#), downloaded 2555 times



Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [ErroR](#) on Thu, 05 Feb 2009 16:58:08 GMT

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my client crashes when it says unit ready i'm so pissed that i can't play this!

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Thu, 05 Feb 2009 17:03:06 GMT

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what kind of unit?? naval?

you have to actual scripts installed?

would be nice, if some of our scripting gods could figure out.

i tested at 2 computers, without problems.

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [ErroR](#) on Thu, 05 Feb 2009 17:24:21 GMT

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rrutk wrote on Thu, 05 February 2009 19:03

what kind of unit?? naval?

you have to actual scripts installed?

would be nice, if some of our scripting gods could figure out.

i tested at 2 computers, without problems.

no, it crashes on every map :(

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Thu, 05 Feb 2009 18:35:03 GMT

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there is only 1 map included?

or dou you have general problems with your ren?

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [ErroR](#) on Thu, 05 Feb 2009 18:44:09 GMT

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crashes on any map no mod

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta

Posted by [Genesis2001](#) on Thu, 05 Feb 2009 19:25:07 GMT

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ErroR wrote on Thu, 05 February 2009 11:44crashes on any map no mod

Try re-installing Scripts.

@Topic: I'll download later tonight and get a few mirrors of this up.

Looks awesome.

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [ErroR](#) on Thu, 05 Feb 2009 20:15:51 GMT

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didn't work

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [YazooGang](#) on Fri, 06 Feb 2009 02:33:52 GMT

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This mod is awesome

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [DeathC200](#) on Sat, 07 Feb 2009 17:01:19 GMT

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wowzers issues already

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [rrutk](#) on Sat, 07 Feb 2009 17:21:41 GMT

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no, i think, he has problems with renegade, not with the mod.

Subject: Re: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by [DeathC200](#) on Sat, 07 Feb 2009 22:13:25 GMT

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true that
