
Subject: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Mon, 21 Apr 2008 21:54:21 GMT
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Beta-Release:

<http://rapidshare.com/files/109371039/Virtual-Westwood-Museum-Mod.zip.html>

The Mod-Page will be here:

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

The Virtual Westwood Museum Mod V1.0

All the old Renegade-Beta and Renegade2-Vehicles are included and playable!

This is a beta, so be fair...please post MAJOR bugs.

AND READ THE README.TXT!

Special thanx to Reaver11 and all, who helped me!

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THE VIRTUAL WESTWOOD MUSEUM MOD

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

Map: Westwood/Mod by rrutk
Assets: Westwood (almost all)

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

C&C_Midnight_Islands (V 1.0):
[Out 21.04.2008]

This map isn't supposed to be a flying map! But to play a little bit with the new flying units I set the map flag as "flying".
It will be returned to a non-flying map as soon as the next map (flying one) is done.

Done:

- Changed background settings to "Midnight Islands Atmosphere" with war blitz on the horizon

- Inserted Stuff:

Old Loadscreen

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 ?); with PT-Icon

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

- Old GDI Vehicle-Hovercraft with Old GDI Harvester; as Deco

- Old GDI Vehicle-Hovercraft destroyed; as Deco

- Singleplayer GDI Personal-Hovercraft; as Deco

- Singleplayer GDI Vehicle-Hovercraft with Old Mammoth-Tank and Barrels; as Deco

- Singleplayer GDI A10-Aircraft

- available via airstrike purchase terminal on the new air control console

- or available via PT

- costs 5000\$

- will make one airstrike targeting the enemy base and damage the main buildings

- a signal-flare will be placed as a warning in the enemy base before, together with accustical warning

- no points are given for the airstrike - there is no skill needed

- Available in the secrets (F8 > extras fnkqrm > press ALT while entering vehicles/characters menu):

- Standard GDI Transport Helicopter

- Old GDI Orca Helicopter; with PT-Icon

- the map will stay a non-flyable map. That means, you will have problems playing the flying units

- further the airstrike is triggered by enter to script zones in the air over the bases

Buildings GDI:

- GDI Outpost Tower (made by Halo38)

- based on an unfinished Westwood model

- working just as a watchtower and sniperspot, not destroyable

- Old GDI Small Tower (part of an unfinished Westwood model); as Deco

- Old GDI Guard Tower; 2x; working as unmanned base defence; dont use the ladders

- Old GDI Guard Tower; 1x; working as unmanned base defence

- Old GDI Repairpad

- Old GDI Tiberium Silo (fixed by sgtmay/rrutk); it gives 1 credit per seconds until it's destroyed
- Old GDI Console; 3x; Deco as Airstrike Control & Purchase Terminal

Characters GDI:

- Old Military Police Soldier (fixed by Aircraftkiller); with PT-Icon

NOD:

Weapons NOD:

- Old NOD Pistol

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 ?); with PT-Icon
- Old NOD Truck without Load; with PT-Icon

- Old NOD Trucks with Load; 2x; as Deco
- Old NOD Truck without Load; as Deco
- Singleplayer NOD Truck; as Deco
- Old Load beside; 3x; as Deco
- Old NOD Vehicle-Hovercraft with NOD Standard Missile-Launcher; as Deco

- Old NOD SU-27-Aircraft
 - available via airstrike purchase terminal on the new air control console
 - or available via PT
 - costs 5000\$
 - will made one airstrike targeting the enemy base and damage the main buildings
 - a signal-flare will be placed as a warning in the enemy base before, together with accustical warning
 - no points are given for the airstrike - there is no skill needed

- Available in the secrets (F8 > extras fnkqrrm > press ALT while entering vehicles/characters menu):
 - Standard NOD Flying Vehicles
 - Singleplayer NOD Commanche Attack Helicopter; with PT-Icon
 - the map will stay a non-flyable map. That means, you will have problems playing the flying units
 - further the airstrike is triggered by enter to script zones in the air over the bases

Buildings NOD:

- NOD-Outpost (made by Halo38)
 - based on an unfinished Westwood model

- working just as a watchtower and sniperspot, not destroyable
- Old NOD Tiberium Silo (fixed by sgtmay); it gives 1 credit per seconds until it's destroyed
- Old NOD Repairpad
- Old NOD Gun-Emplacement; 2x; can be manned as base defence
- Old NOD Mobile Gun-Emplacement; can be manned as base defence
- Old NOD Construction Yard; Deco as Naval Construction Yard with Gunboat, Submarines and Loading
- Old NOD Piershack with Load; Deco
- Old NOD Console; 3x; Deco as Airstrike Control & Purchase Terminal

Characters NOD:

- Old Flame-Thrower Outfit with backpack (fixed by ?)
- Old Chem-Warrior Outfit with backpack (fixed by ?)
- Old Sakura Outfit; with PT-Icon
 - it has a bug - her boobs move sometimes to her back
 - maybe someone can fix this
- 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
- Mr.Tickles; with PT-Icon
 - of you buy him, dont stand to close to the purchase terminal - he will get stucked!

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

Natural: Bushes, Grass, Rocks

- Available in the secrets (F8 > extras fnkqrm > press ALT while entering vehicles/characters menu):

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

Vehicles Soviet

- Soviet Vulture Helicopter (fixed by Halo38/rrutk); with PT-Icon
- Soviet Kirov Airship; with PT-Icon
 - I animated the model (only four rotors are supported by Renegade, so one is out of work)
 - I gave it a bomb attack weapon
- 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
- Soviet Buggy; only the PT-Icon, there is no model

Characters Soviet:

- Soviet Conscript; only the PT-Icon, there is no model
- Soviet Sweeper; only the PT-Icon, there is no model
- Soviet Scavenger; only the PT-Icon, there is no model
- Soviet Lone; only the PT-Icon, there is no model

Vehicles Allied:

- Allied Transport Helicopter; with PT-Icon
- Allied Prisma Tank; 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

Characters Allied:

- Allied Seal-1; only the PT-Icon, there is no model
- Allied Seal-2; only the PT-Icon, there is no model

ToDo:

- Fix Old Sakura (moving boobs)
- Fix Old NOD Medium Tank (Damage Emitter)
- ReMake Old GDI Medium Tank (to have moving wheels)
- Insert tiberium crystals and damp
- Insert Beta C&C_Under
- Find Old NOD Flamer bug (seems to be that sometimes, if one collides with an other vehicle, it sends you to nirvana)
- Fix Mr. Tickles - he will get stucked, if one is standing to close to purchase terminal while buying him
- Look for more old outfits and assets in always.dat and .mix-files

The next map (a flying one) will include:

- Renegade-2 Trees and Big Walls
- Old GDI Refinery; Deco
- Old GDI Tower-Fragment
- Old GDI Airstrip

- Old GDI Helipad
- Old GDI OrcaLift
- other Old GDI Orca
- Old NOD Helipad

- other versions of silos

- i'm looking for the Westwood NOD Advanced Powerplant

Other old assets are playable for instance in some maps made by Aircraftkiller.

- C&C_Basin
- Old Hand of Nod

- C&C_Country_Meadow
- Old Hand of Nod
- Old GDI Small Tower

- C&C_Golf_Course
- Old Hand of Nod

- C&C_Mars
- Old Hand of Nod
- Old GDI Communications Center

- C&C_Metropolis
- Old Hand of Nod

- C&C_Mutation_Redux
- Old GDI Medium Tank

- C&C_River_Canyon
- Old Hand of Nod

- C&C_River_RaidTS
- Old GDI-Communications Center
- Old Science Facility
- Old Hand of Nod

- C&C_Sand
- Old Hand of Nod

- C&C_The_Woods_Today
- Old Hand of Nod

File Attachments

1) [NOD_Beta_Vehicles.jpg](#), downloaded 1045 times



71



SW

+100
100

2) [GDI_Beta_Vehicles.jpg](#), downloaded 1025 times



E

150
150

3) [Ren2_Soviet_Vehicles.jpg](#), downloaded 991 times

74



SW



Credits: 98521
Time Remaining

4) [Ren2_Allied_Vehicles.jpg](#), downloaded 992 times

99



SE

+100
100

Credits: 98003
Time Remaining

5) [Bombing_Kirov.jpg](#), downloaded 965 times



N

250

250

6) [Prisma_Fire.jpg](#), downloaded 974 times



PCI

N

EVA

+400

050

Credits: 99998
Time Remaining

7) [Prisma_Hit1.jpg](#), downloaded 983 times

131

+387

Paigaa Tank

NE



+387

Credits: 10005
Time Remaining

8) [Prisma_Hit2.jpg](#), downloaded 932 times

117

+262

Prisma Tank

NE



EVA

+262

The bottom-left corner features a circular radar display with concentric green rings and a red dot in the center. Below the radar is a green health bar with a white cross icon and the number '262'. To the right of the health bar is the text 'EVA'.

Credits: 10007
Time Remaining