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

Posted by [rrutk](#) on Tue, 29 Apr 2008 18:16:32 GMT

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BugFix Version 1.1 out today:

http://rapidshare.com/files/111326498/Virtual-Westwood-Museum-Mod_V11.zip.html

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

<http://files.filefront.com/Virtual+Westwood+Museum+M1zip/;10103143;/fileinfo.htm>

Bugfixes C&C_Midnight_Islands V1.1 (29.04.2008):

- fixed VIS-Glitching (for ground units)
- fixed Ammo NOD Gun-Emplacements / Mobile Gun-Emplacement
- removed the ladders from the GDI Guard Towers
- increased the size of Soviet Vulture Helicopter
- made GDI MRLS turret turnable
- made NOD Flame Tank turret turnable and the barrel tiltable
- improved the suspension settings of the NOD Flame Tank
- fixed collision settings for GDI Tiberium Silo
- fixed collision settings for NOD Tiberium Silo
- fixed GDI Medium Tank to have moving wheels
- fixed GDI Humvee (alpha channel for windows + logo)
- fixed NOD Flame Tank (weapons flame, logo, turret, barrel)
- fixed NOD Medium Tank (alpha channel for logo)
- fixed given points on building destruction

- added Old NOD Apache

- added character NOD Kane
- added character GDI Logan (= Old Havoc)
- added character GDI Female Civil Resistance

- added OLD NOD SBH Laser Rifle
- added OLD NOD Laser Chain-Gun

These are NOT bugs:

- one of the five kirov rotors is out of work - the renegade engine only support four rotors
- it is correct, that the Ren2-infantry units and the Ren2-Buggy are not in game, only as PT-Icons
- there are no models, only concepts

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
- Re-texture the NOD Minigunner with it's old texture: c_nod_mg_body/head/arm.dds
- 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 towers
