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Subject: [Mod Update Release]: Virtual Westwood Museum Mod 0.31b

Posted by [rrutk](#) on Sun, 08 Feb 2009 23:20:07 GMT

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[Mod Update Release]: Virtual Westwood Museum Mod 0.31b

<http://tw.united-forum.de/Renegade/rrutk/Virtual-Museum-Mod%200.31%20Beta.zip>

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

V 0.31 Beta (08.02.2009)

- shorter pgk-file-name should fix problems with server setup
  - added vehicle blockers around all ladders (will be obsolete with upcoming TT-Patch)
  - bugfix interchanged Mutant PT\_Initiate / PT\_Acolyte
  - bugfix visible silo manager
  - increased costs Mutant Initiate: 100 \$
  - fixed terrain [ground]
  - added barbwire for GDI Barracks
  - added Singleplayer NOD Bike
  - increased power of ammo: Rhino Tank; Grizzly Tank
  - fixed animation GDI & NOD PIER PT
  - added purchase terminals for Ion Beacon at GDI COM CENTER
  - all beacons will only be purchasable while COM CENTER is online!
  - added purchase terminals for Airstrike Beacon at GDI COM CENTER (Airstrike not yet available)
  - added SP NOD COM CENTER
  - added purchase terminals for Nuke Beacon at NOD COM CENTER
  - added purchase terminals for Airstrike Beacon at NOD COM CENTER (Airstrike not yet available)
  - fixed bug Shore Defence Cannons
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