
Subject: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.33b

Posted by [rrutk](#) on Thu, 12 Feb 2009 22:01:09 GMT

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Edit: see last post for 0.33b

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[MOD UPDATE REALEASE]: Virtual Westwood Museum Mod 0.32b

Bringing a new map with a never used westwood building...

Virtual Westwood Museum Mod 0.32b

0.32b includes a small new map with a (as far as I know) never used westwood building.

This map (VM_DM_Bunker) has a special game mode. I figured out a combination between Team-Deathmatch and C&C-Mode:

- Storyline:

A GDI raid (commando) attacks the lower entrance of a NOD SAM-Bunker.

Theire mission is to destroy the SAMs located at the highest floor.

GDI supplies are available from their APCs only.

NOD have PTs located within the facility. NODs mission is quiet clear: defend the SAM at all costs.

GDI wins, if they destroy the SAM. Otherwise the decision is made by team deathcount (150).

Other Changes:

- VM_TheTwoTowers:

- fixed missing NOD COM CENTER DOORS

- fixed interchanged NOD PT Texture

Link: <http://tw.united-forum.de/Renegade/rrutk/Virtual-Museum-Mod%200.32%20Beta.zip>

After upload here too:

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