
Subject: Re: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.32b
Posted by [rrutk](#) on Mon, 23 Feb 2009 00:58:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Update: Released 0.33 Beta with Airstrike via Beacon.

V 0.33 Beta (23.02.2009)

- added Old NOD SU-27 Aircraft (for airstrike)
- added Singleplayer GDI A-10 Aircraft (for airstrike)
- added GDI&NOD Airstrike (GDI with A-10 Aircraft; NOD with Old SU-27 Aircraft); with PT-Icon

Airstrike:

- Airstrike is available via COM Center, as long as COM Center is online (1000 \$)
- it's called via a Beacon (= Airstrike Signal Flare), used Singleplayer Signal Flare for this
- I decided to make it a multiple purpose weapon:
- after placing a signal flare (imediately), the strike will occur a few seconds later (~ 7 seconds to detonation)
- with this, its a offensive or defensive weapon, e.g. against a tank attack
- the strike has the power of a nuke strike (2500 damage), but doubled its damage radius (30 meters scaled)
- the strike will damage ANY unit (GDI AND NOD), so use it with care
- the strike will NOT damage any buildings (except mounted vehicles [Guard Towers, Turrets, Gun Emplacements]) - this would be to easy
- ATM I dont know a way to give points to the player for the damage caused by the strike

Links:

<http://tw.united-forum.de/Renegade/rrutk/Virtual-Museum-Mod%200.33%20Beta.zip>

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

File Attachments

1) [inside_SAM_Bunker_small.jpg](#), downloaded 126 times



2) [outside_SAM_Bunker1_small.jpg](#), downloaded 117 times

