
Subject: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Mon, 21 Apr 2008 21:54:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

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!

XX

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 391 times



71



SW

EV

+100

100

Credits: 2020
Time Remaining

2) [GDI_Beta_Vehicles.jpg](#), downloaded 366 times



E

150
150

3) [Ren2_Soviet_Vehicles.jpg](#), downloaded 335 times

74



SW



Credits: 98521
Time Remaining

4) [Ren2_Allied_Vehicles.jpg](#), downloaded 341 times

99



SE

EV

+100

100

Credits: 98003
Time Remaining

5) [Bombing_Kirov.jpg](#), downloaded 305 times



6) [Prisma_Fire.jpg](#), downloaded 304 times



PCI

N
EVA
+ 400
050

Credits: 99998
Time Remaining

7) [Prisma_Hit1.jpg](#), downloaded 326 times

131

+387

Paigaa Tank

NE



+387

Credits: 10005
Time Remaining

8) [Prisma_Hit2.jpg](#), downloaded 270 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

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [cpjok](#) on Mon, 21 Apr 2008 22:18:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

sounds good ill get it when its released

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [BlueThen](#) on Mon, 21 Apr 2008 22:24:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

This sounds interesting, any screenies?

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Mon, 21 Apr 2008 22:25:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally Blue wrote on Mon, 21 April 2008 17:24 This sounds interesting, any screenies?

sure, in some minutes.
see above.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Jerad2142](#) on Mon, 21 Apr 2008 22:47:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Mon, 21 April 2008 15:54
ToDo:

- Fix Old Sakura (moving boobs)

The only way to fix this is by redoing all the human animations (female animations are s_b_human, although I did start doing this once, and it will effect ALL the human animations, but if you do it right it will look nice, just don't over do it, we don't need people getting off to renegade (if its possible to get off to 300 poly models >.>).

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [cpjok](#) on Tue, 22 Apr 2008 00:07:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's A Good Mod But Over 12 Things Dont Work

in the chars and vehicles

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

Posted by [rrutk](#) on Tue, 22 Apr 2008 00:12:04 GMT

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

cpjok wrote on Tue, 22 April 2008 01:07It's A Good Mod But Over 12 Things Dont Work

in the chars and vehicles

Like written in the readme, some chars and vehicles dont exist as real models - i have only concept arts of them (all Ren2-Infantry-Units and the Ren2-Buggy).

So they are represented ATM only as PT-Icons with Cost 0.

So it is correct, that they are not in. They have to be reconstructed from the concepts.

But 12? Should be 7.

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

Posted by [cpjok](#) on Tue, 22 Apr 2008 00:52:38 GMT

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

lol i didnt read the first post besides mod

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

Posted by [Canadacdn](#) on Tue, 22 Apr 2008 01:46:36 GMT

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

Excellent job.

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

Posted by [BlueThen](#) on Tue, 22 Apr 2008 01:58:04 GMT

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

It seems a little over-crowded if you ask me.

It's pretty sweet though.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Canadacdn](#) on Tue, 22 Apr 2008 02:20:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Found some bugs:

- The Humm-vee's side and back windows are not transparent, only the front.
- Part of the Tiberium Silo has no collision detection, and vehicles can get stuck inside of it.
- Your character goes crazy when he or she climbs to the top of the GDI guard tower.
- VIS is glitchy in some areas.
- The first Sakura model is not set up properly, LOD is messed up.
- No alpha channel on the back of the Nod Buggy.
- The Vulture is too small.
- The Kirov is way too small, fast and easy to kill. Also, the top propeller doesn't work.

Other than these minor problems, it's a very nice mod.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [renalpha](#) on Tue, 22 Apr 2008 06:45:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

looks like a rip off from the nitro mod tbh

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Goztow](#) on Tue, 22 Apr 2008 06:53:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not going to comment the mod but about the pictures: does anyone agree with me when stating that all of those vehicles look inferior to what's currently in Renegade, except for the prism tank?

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [cnc95fan](#) on Tue, 22 Apr 2008 16:01:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Posted by [Canadacdn](#) on Tue, 22 Apr 2008 20:06:00 GMT

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

Goztow wrote on Tue, 22 April 2008 01:53 Not going to comment the mod but about the pictures: does anyone agree with me when stating that all of those vehicles look inferior to what's currently in Renegade, except for the prism tank?

I'm sure that the Ren 2 models that were released were just very early models, probably nothing final.

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

Posted by [rrutk](#) on Tue, 22 Apr 2008 20:16:12 GMT

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

yes. Renegade2 never reached more then a techdemo-level.

I added original pictures to the mod-package (rip with mixer), so one could see them in ren2-action by the developers.

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

Posted by [mr£Ä\\$Ä-z](#) on Tue, 22 Apr 2008 20:18:30 GMT

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

rrutk wrote on Tue, 22 April 2008 22:16 yes. Renegade2 never reached more then a techdemo-level.

I added original pictures to the mod-package (rip with mixer), so one could see them in ren2-action by the developers.

Can you open PKG's with Xcc mixer ?

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

Posted by [rrutk](#) on Tue, 22 Apr 2008 21:49:46 GMT

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

Madrockz wrote on Tue, 22 April 2008 15:18 rrutk wrote on Tue, 22 April 2008 22:16 yes. Renegade2 never reached more then a techdemo-level.

I added original pictures to the mod-package (rip with mixer), so one could see them in ren2-action by the developers.

Can you open PKG's with Xcc mixer ?

yes.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Lone0001](#) on Tue, 22 Apr 2008 22:23:38 GMT

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

Canadacdn wrote on Mon, 21 April 2008 22:20

-The Kirov is way too small, fast and easy to kill. Also, the top propeller doesn't work.

I agree with that but you missed something the bomb doesn't do enough damage and it should really just have the bomb weapon(I think so).

And to add tbh I liked the way they used these vehicles in VolcanoEVO they are more fun to use in it the way they are used in this is kinda boring.

EDIT: The main Sakura model is ugly.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 00:36:37 GMT

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

Great mod.

I played it and had fun.

I really like the Ship Yard idea but it made me upset because

1. i cant by ships

2.No Interior

Need any help with the mod?

I'm glad to help.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Canadacdn](#) on Wed, 23 Apr 2008 00:50:42 GMT

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

HeavyX101 wrote on Tue, 22 April 2008 19:36Great mod.

I played it and had fun.

I really like the Ship Yard idea but it made me upset because

1. i cant by ships

2.No Interior

Need any help with the mod?

I'm glad to help.

That's not a ship yard, it's a beta Construction Yard.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 00:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh lol
y is it on the water then

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Gen_Blacky](#) on Wed, 23 Apr 2008 02:29:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

its a floating construction yard dur

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [bisen11](#) on Wed, 23 Apr 2008 04:05:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds cool, I'll check it out tomorrow.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [TD](#) on Wed, 23 Apr 2008 04:23:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds like worth checking out

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [GEORGE ZIMMER](#) on Wed, 23 Apr 2008 04:34:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Somewhat interesting, though there's more models you could put in. Also, you should work on some of the units more. Comanche sorta sucks... It doesn't even have rockets .

But yeah, good luck with this.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [IronWarrior](#) on Mon, 28 Apr 2008 18:17:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Really great job at fixing alot of the old stuff and getting them in there, I think you done a great job, I get it on Game-Maps.NET soon.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Mon, 28 Apr 2008 20:32:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

wait, i will have out version 1.1 with bugfixes soon.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [BlueThen](#) on Mon, 28 Apr 2008 20:44:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

HeavyX101 wrote on Tue, 22 April 2008 19:52oh lol
y is it on the water then
Give one other place where it could be.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Jerad2142](#) on Mon, 28 Apr 2008 22:37:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally Blue wrote on Mon, 28 April 2008 14:44HeavyX101 wrote on Tue, 22 April 2008 19:52oh lol
y is it on the water then
Give one other place where it could be.
I swear blue, you keep it up and you will find yourself looking for a place thats not in the water as well.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Tue, 29 Apr 2008 18:16:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

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> I

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

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

Posted by [IronWarrior](#) on Tue, 29 Apr 2008 18:22:29 GMT

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

Please for the love of the Machine God, use filefront for file hosting.

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

Posted by [rrutk](#) on Tue, 29 Apr 2008 18:28:25 GMT

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

mmh, is it so much better?

the rapidshare is only temp until the moddb-download is approved.

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

Posted by [IronWarrior](#) on Tue, 29 Apr 2008 18:38:17 GMT

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

rrutk wrote on Tue, 29 April 2008 13:28mmh, is it so much better?

the rapidshare is only temp until the moddb-download is approved.

Can't download it from rapidshard, so I wait for moddb, but <http://www.filefront.com> is alot better, unlimited space, no time waiting, no need to register to download and a big fat button that says download.

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

Posted by [HeavyX101- Left](#) on Tue, 29 Apr 2008 19:16:13 GMT

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

Please upload it to filefront.

Rapidshard is too gay.

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

Posted by [rrutk](#) on Tue, 29 Apr 2008 19:39:11 GMT

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

okok, here you go:

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

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

Posted by [HeavyX101- Left](#) on Tue, 29 Apr 2008 20:03:46 GMT

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

Thanks, there might be more people that could play the mod lol

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

Posted by [rrutk](#) on Tue, 29 Apr 2008 20:21:01 GMT

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

Would be great, if someone with a server could set it up sometimes. would like to play my own mod with a few people

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

Posted by [HeavyX101- Left](#) on Tue, 29 Apr 2008 21:05:49 GMT

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

First, the mod should be done. After it is done we could host it a server .
I could help with some stuff if u need help.

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

Posted by [IronWarrior](#) on Tue, 29 Apr 2008 21:47:46 GMT

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

Hooah for filefront.

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

Posted by [ErroR](#) on Wed, 30 Apr 2008 10:09:27 GMT

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

FAKE
just kidding
lol?... no
anyways good job i see you put much effort in this mod

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

Posted by [rrutk](#) on Wed, 30 Apr 2008 11:46:16 GMT

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

Question/Bug:

On the computer of my girlfriend the game shows this static animation - on my computer it doesnt.

it should NOT be shown, would be a bug??? I dont see anything there in leveledit.

do other people see it too???

File Attachments

1) [Bug.jpg](#), downloaded 1295 times

91



Credits: 10277

Time Remaining

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

Posted by [Jerad2142](#) on Wed, 30 Apr 2008 15:08:25 GMT

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

You will also see it on glacier, all I can say is that if you guys can wait long enough, "something" is coming which will fix that problem. But you will just have to ignore it for now.

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

Posted by [ErroR](#) on Sat, 03 May 2008 17:10:52 GMT

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

nod harv stuck in rock?

<http://i176.photobucket.com/albums/w176/sergiuung/Renegade/ScreenShot42.png>

a floating barell half destroyed half not Oo

<http://i176.photobucket.com/albums/w176/sergiuung/Renegade/ScreenShot43.png>

<http://i176.photobucket.com/albums/w176/sergiuung/Renegade/ScreenShot44.png>

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

Posted by [rrutk](#) on Sun, 04 May 2008 11:42:16 GMT

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

dont know, what strange bugs those are. i dont have them....it should not be possible to get there with an harvester.

i actually insert walls_flying into my modpackage. islands will be set back to nonflying now.

because i changed the complete purchase logic and it is now possible, to have flying, ground and naval units seperatly,I'm thinking about adding the naval units.

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

Posted by [ErroR](#) on Sun, 04 May 2008 16:24:10 GMT

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

i think it wouldn't make much trouble just place a few vech blockers at land and voila land vechs can't go in, sea vechs can't go out of water

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

Posted by [rrutk](#) on Sun, 04 May 2008 23:53:46 GMT

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

will have V1.2 with 2 flying maps ready soon.
for the naval things i will look later.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [BlazeDragoon](#) on Mon, 05 May 2008 17:49:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice, just started working on my mod that uses some of the same models but edited by me a long time ago (and badly done). Something I noticed is that I think most of the vehicle treads move the wrong way, but I could be mistaken. Also, those are some interesting pt hud icons;p.

Anyways, I was wondering if I could use some of the models with your permission, for my mod. I stoped work on it, but recently started it again and I'm rushing a last final release for it, and I'd like to POSSIBLY use a few of the models in my mod. Let me know if you mind or not:P.

There are the ones I was most interested in using.

Prism
Medium
Mammoth

Kirov
Vulture

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Mon, 05 May 2008 18:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

as they are westwood models, use what you need like written in the readme...

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [BlazeDragoon](#) on Mon, 05 May 2008 18:57:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ah I should of known better and looked in the readme. Anyways thanks:P.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Tue, 27 May 2008 19:32:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Released Version 2.0 today. 3 Maps included and new units.
See changelog below for details.

Download at filefront:

<http://files.filefront.com/Virtual+Westwood+Museum+M0zip;/10377241;/fileinfo.htm> I

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

All the additional units:

New PT-System:

Changelog:

Changes in V2.0 (27.05.2008):

- changed purchase logic to "Expanded Vehicle Factory set of scripts" by Matt Bailey "Whitedragon"
- increased vehicle limits
- flying, ground and (later) naval units are separated now
- use PT-Sidebar instead of Standard-PT-Menu (Up/Down-Arrows from APB)
- the Sidebar includes all units from the "Extras"-PT-Entries
- Sidebar designed with Old Beta elements
- the "Extras"-PT-Entries will automatically be enabled
- changed the health and skin of the new buildings to Renegade standard
- changed health and shield of the KIROV
- added Old Orca Enter-/Exit-Animation
- added and fixed second Old Nod Apache; with PT-Icon
- added Old Nod Minigunner Outfit
- added Old Nod Minigunner Officer Outfit
- added alternate GDI Engineer outfit; with PT-Icon
- added alternate GDI Minigunner outfit; with PT-Icon
- moved MP-Soldier as an alternate outfit for the GDI Minigunner; with PT-Icon
- added Maus; with PT-Icon
- added Locke; with PT-Icon
- named the Female Civil Resistance Character "Leila"
- added First Mate; with PT-Icon
- added Sea-Captain; with PT-Icon
- added Civil Petrova (for NOD); with PT-Icon
- added Nod Mutant Petrova (as alternate outfit); with PT-Icon
- added alternate Kane Outfit; with PT-Icon
- fixed worldbox of Kirov, Vulture and Nod Medium Tank
- fixed Weapon Mr.Tickles
- removed currently unavailable units from the PT-Menu
- added announcement-strings for the new buildings
- added virtual PT for airstrike purchase terminals on C&C_Midnight_Islands; removed airstrike purchase from standard PT's
- removed naval deco vehicles and deco-stuff from C&C_Midnight_Islands - they will be back as working naval units in a later release
- added NOD SSM Missile Launcher; with PT-Icon - I reboned it to be useable in multiplayer
- added NOD Standard Truck as an alternate vehicle; with PT-Icon
- added animation for 5th Kirov Rotor
- added reload-animation for Kirov Bomb-Weapon

- fixed the GDI Mammoth Tank to have moving wheels
- increased GDI Mammoth Tank suspension
- increased credits given by GDI/NOD Refinery on dump
- set C&C_Midnight_Islands back as a non-flying map
- added C&C_Dawn_Walls_Flying (flying map)
 - added Old Nod Helipads; set it as flying vehicle factory
 - added Old GDI Helipads; set it as flying vehicle factory
 - added Renegade2 Pine Trees
 - added Standard SP NOD SAM Sites
 - added Re-Skinned Standard SP GDI SAM Sites
- added C&C_Rainy_City_Flying (flying map)
 - added Old GDI Airstrip; working as double Helipad
 - added Old Nod Helipads

---> ???

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
- 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 tower
- no Damage/Destroy-Messages printed out in message box for SAM, Guard Tower and Gun-Emplacement/Mobile Gun-Emplacement
- no Purchase-Messages printed out in message box for Airstrike

SSM starting:

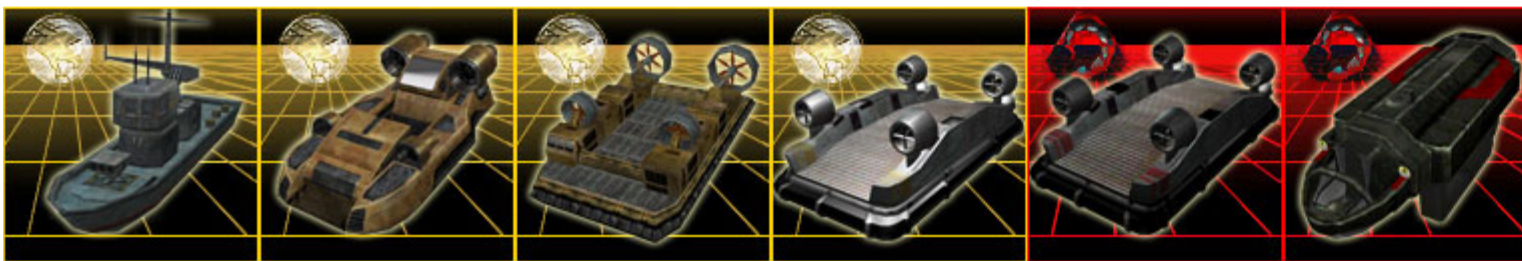
Have fun!

File Attachments

1) [Units_PT_small.jpg](#), downloaded 1542 times



LATER:



2) [PT-System_2.jpg](#), downloaded 1296 times



3) [SSM_Start.jpg](#), downloaded 1285 times

153



Credits: 99371

Time Remaining

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 27 May 2008 19:41:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice Update

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [HeavyX101- Left](#) on Tue, 27 May 2008 22:47:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice job man, keep up the good work!

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Canadacdn](#) on Wed, 28 May 2008 00:26:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

This mod is really impressive. I wanted to do something myself awhile back, but was too busy with RP2. Keep up the good work!

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Canadacdn](#) on Wed, 28 May 2008 21:12:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

New info: The GDI Airstrip purchase crashes me.

Also, I think the GDI Medium tank should have a machine gun as it's secondary fire. The machine gun turret is on the vehicle, use it damnit!

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [BlueThen](#) on Wed, 28 May 2008 22:06:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't purchase vehicles.
"Factory not available."

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [mrÅ£ÄŞÄ-z](#) on Thu, 29 May 2008 06:51:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally Blue wrote on Wed, 28 May 2008 17:06l can't purchase vehicles.
"Factory not available."

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Thu, 29 May 2008 10:41:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally Blue wrote on Wed, 28 May 2008 17:06l can't purchase vehicles.
"Factory not available."

installed the latest scripts? should work.

only problem I see ATM is that the script command PT_Hide only work at startup - the hidden icons become visible after same time...so the naval units, which are not available ATM, are in the PT

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Thu, 29 May 2008 10:47:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

100 PLECOS wrote on Wed, 28 May 2008 16:12New info: The GDI Airstrip purchase crashes me.

Also, I think the GDI Medium tank should have a machine gun as it's secondary fire. The machine gun turret is on the vehicle, use it damnit!

Airstrip purchase? You mean GDI Airstrike purchase on Midnight_Islands? Hmm, maybe, the loaded infotexture is to mutch (1280x1024). Can remove it.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [DrasticDR](#) on Wed, 04 Jun 2008 11:52:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

shaders.dll was not found. Are you sure you installed scripts.dll correctly?

I don't even know where to get these files.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [vsutp](#) on Wed, 04 Jun 2008 16:50:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am having the same problem with shaders.dll. Please let me know what i need to do. I am also trying to find a new server. I played for years on MP and am now getting back into Ren and need a new server. Thanks for your help!

File Attachments

1) [dog show 2.bmp](#), downloaded 143 times

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

Posted by [rrutk](#) on Tue, 10 Jun 2008 10:17:36 GMT

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

Install the complete scripts 3.4.4 package.

http://downloads.sourceforge.net/rentools/scripts344.zip?modtime=1189681458&big_mirror=0

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

Posted by [Mackinsey](#) on Tue, 10 Jun 2008 13:49:19 GMT

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

vsutp wrote on Wed, 04 June 2008 11:50I am having the same problem with shaders.dll. Please let me know what i need to do. I am also trying to find a new server. I played for years on MP and am now getting back into Ren and need a new server. Thanks for your help!

Go to BlackIntel

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

Posted by [cpjok](#) on Thu, 12 Jun 2008 11:22:43 GMT

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

i got the new version

but

the sidebar only shows a few things and nothing else

all the new vehicles arnt buyable and my FPS is 3

so do you know why.

BTW nice work on the update

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

Posted by [DrasticDR](#) on Fri, 13 Jun 2008 09:54:37 GMT

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

I love the Orca in this, how can I get it to work in normal Renegade?

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Speedy059](#) on Sun, 29 Jun 2008 08:42:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I hope you don't mind but I have your file listed on my little DB of Renegade files at
<http://renegade.dmehosting.com/>

<http://renegade.dmehosting.com/Mods/VirtualWestwoodMuseum/Virtual-Westwood-Museum-Mod.zip>

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [HeavyX101- Left](#) on Sun, 29 Jun 2008 12:21:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speedy059 wrote on Sun, 29 June 2008 04:42 I hope you don't mind but I have your file listed on my little DB of Renegade files at <http://renegade.dmehosting.com/>

<http://renegade.dmehosting.com/Mods/VirtualWestwoodMuseum/Virtual-Westwood-Museum-Mod.zip>

Nice work on that website. I'm using it to download maps by the way. Nice job!

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [YSLMuffins](#) on Mon, 30 Jun 2008 05:02:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ooh, I really like what I see so far.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [Speedy059](#) on Wed, 02 Jul 2008 01:25:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

I try and keep that site updated with the latest downloads for Renegade. I enjoy going somewhere where I can download maps in a FTP type style instead of having to sift through websites and waiting lines.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [menegon](#) on Wed, 17 Dec 2008 09:23:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi everyone,
this mod seems wonderful...
I downloaded it but I don't know how to install a mod for Renegade

I extracted the zip in the Data directory, is it enough?
I tried the multiplayer practice but it didn't change...

Please, help me...
can you tell me what I have to do, step by step?
Thanks

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [ArtyWh0re](#) on Wed, 17 Dec 2008 12:24:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

1) Ingame you have to go on to LAN game in the main options menu. 2) Make a game.
3) Set the game up so the # of players is set to 1.
4) When choosing the map rotation select a Mod Package, this mod should be in the list.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [menegon](#) on Wed, 17 Dec 2008 14:22:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks.
I will try it this evening.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [samous](#) on Thu, 18 Dec 2008 02:25:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

this buggy looks like the role play 2 mod one... hu?!

btw, look at the bump€

=samous

nice mod, old topic.

File Attachments

1) [looks like rp2.bmp](#), downloaded 656 times

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [u6795](#) on Thu, 18 Dec 2008 02:30:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

samous wrote on Wed, 17 December 2008 21:25this buggy looks like the role play 2 mod one... hu?!

btw, look at the bump€

=samous

nice mod, old topic.
Cuz it is, lol.

It's the Renegade beta buggy.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [samous](#) on Thu, 18 Dec 2008 02:33:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

u6795 wrote on Wed, 17 December 2008 18:30samous wrote on Wed, 17 December 2008 21:25this buggy looks like the role play 2 mod one... hu?!

btw, look at the bump€

=samous

nice mod, old topic.
Cuz it is, lol.

It's the Renegade beta buggy.

oh, didn't know that,

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Thu, 18 Dec 2008 12:41:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

working on a complete new version with own maps...

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [ArtyWh0re](#) on Thu, 18 Dec 2008 14:53:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Btw since this topic is now active again i just want to say that this mod is really interesting even though city flying kills my FPS. I love the idea of the Mammoth tank being faster, it kind of makes it more balanced in my opinion.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [DeathC200](#) on Fri, 16 Jan 2009 16:26:16 GMT

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

it is very good all you need to do is fix the bugs get the items that are not working working and all bugs pts and shit can get fixed if you want i would be honored to help you get this good mod package up running and fixed in no time

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Fri, 16 Jan 2009 19:11:10 GMT

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

I hope, i can release the new version (0.3 Beta, former system would be 3.0) in the next weeks.

its a complete new map with naval stuff.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 20:47:22 GMT

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

Very nice, rrutk could you make a Tutorial how to use the Sidebar? like adding new Entries et cetera? that would be really helpfull and it would be much cooler if you upload the tutorial on Renhelp.net. Hoe you get some time to make a small Tutorial, thanks

And what plans do you have for your next release of your Mod ?

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Fri, 16 Jan 2009 21:46:58 GMT

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

how to use the Sidebar? like adding new Entries et cetera? that would be really helpfull and it would be much cooler if you upload the tutorial on Renhelp.net. Hoe you get some time to make a small Tutorial, thanks

And what plans do you have for your next release of your Mod ?

maps, maps, maps

more old nice stuff...
becoming more professional...

@tutorial: if I find the time, sure.

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [mr£ÄŞÄ-z](#) on Fri, 16 Jan 2009 22:04:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds very nice, keep on rockin and maybe fix the FPS lags? (or is it just me?)

And im would be glad if you get the time for the Tutorial

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [DeathC200](#) on Sat, 17 Jan 2009 03:34:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Sat, 31 Jan 2009 13:40:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

with a little bit of luck i will complete 0.3b to the end of the next week.

some1 would help me making the VIS system? it's a difficult map for the first VIS.... :-/ (yes, I know the tutorial)...

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [mr£ÄŞÄ-z](#) on Sat, 31 Jan 2009 19:11:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does it already eat to much FPS? how about a "beta map" to test if someone got FPS Problemms

Subject: Re: RELEASE: The Virtual Westwood Museum Mod V1.0
Posted by [rrutk](#) on Sun, 01 Feb 2009 14:08:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

no, FPS ist quiet good. i have about 80 to 120 FPS alone ingame, thats ok. the buildings have a

vis-system, because i used a template.

but i have problems, e.g. with disapearing thin surfaces when going higher with air units.

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

Posted by [Reaver11](#) on Sun, 01 Feb 2009 15:32:28 GMT

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

rrutk wrote on Sun, 01 February 2009 09:08no, FPS ist quiet good. i have about 80 to 120 FPS alone ingame, thats ok. the buildings have a vis-system, because i used a template.

but i have problems, e.g. with disapearing thin surfaces when going higher with air units.

You will need to set up the gmax vis parts properly. It is in the tutorial on renhelp. The tutorial is hard to understand in my eyes.

FPS is not the same on every pc. It really depends on what kind of system the player uses to what level of fps he will get. (Someone with just the recommended rec's for renegade might not get 80 fps)
