
Subject: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.33b
Posted by [rrutk](#) on Thu, 12 Feb 2009 22:01:09 GMT

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

Edit: see last post for 0.33b

//

[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>

Subject: Re: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.32b
Posted by [BlueThen](#) on Thu, 12 Feb 2009 22:23:38 GMT

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

Can't you just edit & bump the original topic? Or is that not allowed or something?

Subject: Re: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.32b

Posted by [YazooGang](#) on Fri, 13 Feb 2009 00:34:53 GMT

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

BlueThen wrote on Thu, 12 February 2009 16:23 Can't you just edit & bump the original topic? Or is that not allowed or something?

Nah man, its ok.

Nice job i like the new map!

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 446 times



2) [outside_SAM_Bunker1_small.jpg](#), downloaded 441 times



Subject: Re: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.32b
Posted by [LR01](#) on Mon, 23 Feb 2009 19:04:24 GMT

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

does anyone plays this online?

Subject: Re: [MOD UPDATE RELEASE]: Virtual Westwood Museum Mod 0.32b
Posted by [Brandon](#) on Sat, 28 Feb 2009 01:58:58 GMT

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

LR01 wrote on Mon, 23 February 2009 12:04does anyone plays this online?

No... they just leave it be in their data folder...