Subject: RELEASE: The Virtual Westwood Museum Mod V1.0 Posted by rrutk on Mon, 21 Apr 2008 21:54:21 GMT												
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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 fairplease post MAJOR bugs.												
AND READ THE README.TXT!												
Special thanx to Reaver11 and all, who helped me!												
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx												
THE VIRTUAL WESTWOOD MUSEUM MOD												
This Mod is desiged to be a virtual museum for old original Westwood assetsand 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 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 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 boops 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; Allieds belongs to GDI):

Natural: Bushes, Grass, Rocks

- Available in the secrets (F8 > extras fnkqrrm > 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 Allieds:

- Allied Transport Helicopter; with PT-Icon
- Allied Prisma Trank; 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 Allieds:

- Allied Seal-1; only the PT-Icon, there is no model
- Allied Seal-2; only the PT-Icon, there is no model

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## 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	tor	mor	ео	ld o	utfits	anc	ass	sets	ın a	alwa	ys.da	at and	ı .mı	x-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 718 times

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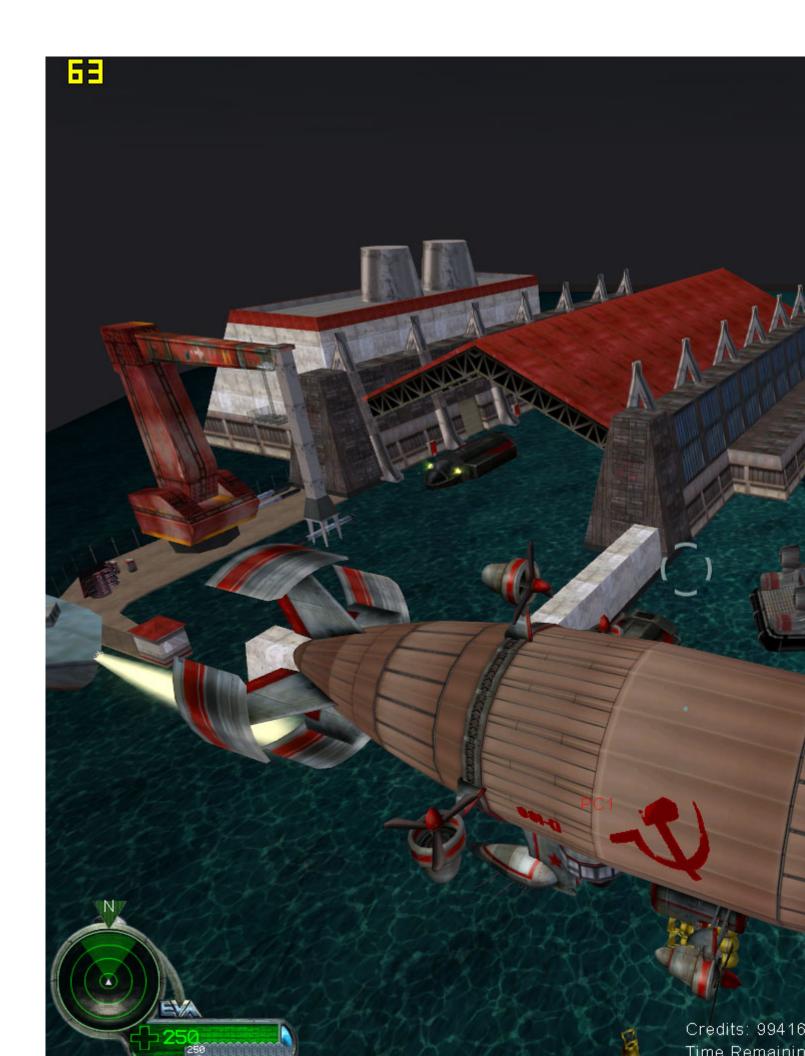
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6) Prisma\_Fire.jpg, downloaded 632 times

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