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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 fair...please post MAJOR bugs.

AND READ THE README.TXT!

Special thanx to Reaver11 and all, who helped me!

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#### 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.

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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.

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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!

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- 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

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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. Tickle - 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

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#### 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

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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

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## File Attachments

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1) [NOD\\_Beta\\_Vehicles.jpg](#), downloaded 959 times



71



SW

EV

+100

100

Credits: 2020  
Time Remaining

2) [GDI\\_Beta\\_Vehicles.jpg](#), downloaded 941 times



E

EVA  
+150  
150

3) [Ren2\\_Soviet\\_Vehicles.jpg](#), downloaded 912 times

74



SW



Credits: 98521  
Time Remaining

4) [Ren2\\_Allied\\_Vehicles.jpg](#), downloaded 909 times

99



SE

EV

+100  
100

Credits: 98003  
Time Remaining

5) [Bombing\\_Kirov.jpg](#), downloaded 881 times



6) [Prisma\\_Fire.jpg](#), downloaded 891 times



PCI

N

EVA

400

050

Credits: 99998  
Time Remaining

7) [Prisma\\_Hit1.jpg](#), downloaded 904 times

131



+387

Red Bull Tank

NE

EVA

+387

Credits: 10005  
Time Remaining

8) [Prisma\\_Hit2.jpg](#), downloaded 847 times

117

+262

Prisma Tank

NE



EVA

+262

The bottom-left corner of the screen features a circular radar display with concentric green rings and a red dot in the center. Below the radar is a small rectangular HUD element with the text 'EVA' and a green '+262' next to a green progress bar.

Credits: 10007  
Time Remaining