Subject: [FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta
Posted by rrutk on Wed, 04 Feb 2009 03:39:38 GMT

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[FULL RELEASE]: The Virtual Westwood Museum Mod 0.3 Beta

Download at:
http://www.moddb.com/mods/the-virtual-westwood-museum-mod

As for the moment you can also this link:
http://tw.united-forum.de/Renegade/rrutk/Virtual-Museum-Mod%200.3%20Beta.zip

Impression:

Playable additional units:

Changelog

As you can see, I have deleted all the maps from the old Versions.

Version name system changed, because it's still a beta.

ATM there is only one map included, VM_TheTwoTowers, made by me.

It's a large map with enough space for most of the old or unused stuff, including naval units and all Renegade2-models.

Enjoy!

More, but smaller maps with more stuff will follow soon.

Installation

How to install this Mod...

1) Have Renegade (Version 1.037) installed
 - Yes, it will work with "The First Decade" Version of Renegade

2) Install the latest scripts update (at the moment Version 3.4.4)
 - this is very important, otherwise the mod will not work
 - I've included the exe-version within this zip package
 - alternate download location: http://ren.game-maps.net/index.php?action=category&id=79

3) Copy the file "Virtual-Westwood-Museum-Mod.pkg" into your Renegade\Data folder

4) Copy the file "hud.ini" into your Renegade\Data folder
 - this mod is not compatible with other huds, e.g. "D6HUD v1.0 by cAmpa & DeathLink6.0":
  - if you already use an hud.ini, make a backup of it and replace the file

5) Copy the file "cameras.ini" into your Renegade\Data folder
 - you can overwrite an existing file
 - just make a backup

 - for playing Renegade with RenGuard, you have to remove this file from your directory
 - after this, this mod will not work properly

6) Re-Start Renegade

7) For testing:
 - go to: Multiplayer LAN -> Host Game -> Map Cycle
 - select the Mod-Package "Virtual-Westwood-Museum-Mod"
 - add the map to your cycle-list (ATM only VM_TheTwoTowers.lsd)
 - go to: Advanced -> make sure, "Dedicated Server" is OFF
 - go to: Basic -> set Number of Players to 1
 - Start the game

 For multiplayer gaming:
 - set up a server this way

Have Fun!
rrutk

How to enter naval vehicles

- How to enter/exit a naval vehicle:

 - ENTER:
   - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible
to the vehicle
  - see enter_naval_vehicle.jpg
  - if there is no mesh between you and the vehicle, it has a large enter-area

 - EXIT:
  - exit is only possible in one direction: to the front (bow) of the vehicle
  - you have to figure out a good position for exit
  - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

Readme and known bugs

THE VIRTUAL WESTWOOD MUSEUM MOD
V 0.3 Beta (Out 04.02.2009)

###

!!! YOU NEED THE ACTUAL RENEGADE-SCRIPTS TO PLAY THIS MOD !!!
#   #
Install: scripts344.exe included in this package!
#   #
Place hud.ini into your Renegade\Data-folder
Place cameras.ini into your Renegade\Data-folder
#   #
!!! Read the "Installation.txt" !!!
###

This Mod is desiged to be a virtual museum for old original Westwood assets...and to have fun with it

It's not compatible with RenGuard because of the expanded cameras.ini

Map: Westwood/Mod by rrutk
Assets: Westwood (almost all)
Some Scripts: madrackz (Thanks!)

Of course you are free to use the fixed vehicles/assets. Please refer in the credits.

General Changes:

Done:

 - changed purchase logic to "Expanded Vehicle Factory set of scripts" by Matt Bailey "Whitedragon"
 - increased vehicle limits
 - flying, ground and naval units are separated now
  - naval construction zones are marked with seabuoys
 - use PT-Sidebar instead of Standard-PT-Menu (Up/Down-Arrows from APB by Venompawz)
 - Sidebar designed with Old Beta elements
 - the Sidebar includes all units from the "Extras"-PT-Entries
 - the "Extras"-PT-Entries will automatically be enabled

 - Made GDI MRLS Turret turnable

 - Inserted Renegade-Stuff:

    - Old Loadscreen
 - Old Scope

 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 ?/rrutk); with PT-Icon
- Old GDI Mammoth Tank (fixed by ?/rrutk); with PT-Icon

Naval Vehicles GDI:
- Old GDI Light Transport Hovercraft; with PT-Icon
- SP GDI Heavy Transport Hovercraft; with PT-Icon
- SP GDI Personal Transport Hovercraft; with PT-Icon
- SP GDI Gunboat; with PT-Icon
 - I gave it a can-weapon against submarines (secondary fired from stern)
- GDI-Skinned SP Submarine (in SP only NOD has Submarines); with PT-Icon
 - I gave it a torpedo weapon
 - How to enter/exit a naval vehicle:
  - ENTER:
   - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible to the vehicle
   - see enter_naval_vehicle.jpg
   - if there is no mesh between you and the vehicle, it has a large enter-area
  - EXIT:
   - exit is only possible in one direction: to the front (bow) of the vehicle
   - exit is only possible, if there is no mesh between the vehicle and the ground (not possible at pier!)
   - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

Flying Vehicles GDI:
  - Old GDI Orca Helicopter; with PT-Icon

Characters GDI:
- Engineer alternate outfit; with PT-Icon
- MiniGunner alternate outfit; with PT-Icon
- MiniGunner second alternate outfit; with PT-Icon
- Maus; with PT-Icon
- Locke; with PT-Icon
- Old Havoc (= Logan); with PT-Icon
- Female Civil Resistance (I named her "Leila"); with PT-Icon

NOD:

Weapons NOD:
- Old NOD Pistol
- Old SBH Laser Rifle (skin by Commando)
- Old Laser Chain-Gun (skin by Commando)

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 ?/rrutk); with PT-Icon
- Old NOD Truck without Load; with PT-Icon
- SP NOD Truck; with PT-Icon
- Old NOD Apache (Version 1); with PT-Icon
- Old NOD Apache (Version 2); with PT-Icon
 - use alternate outfit button
- SP NOD SSM Missile-Launcher; with PT-Icon
 - I reboned it to be useable in multiplayer

 Naval Vehicles NOD:
- Old NOD Light Transport Hovercraft; with PT-Icon
- SP NOD Submarine; with PT-Icon
 - I gave it a torpedo weapon
- NOD-Skinned SP Gunboat (in SP only GDI has Gunboats); with PT-Icon
 - I gave it a can-weapon against submarines (secondary fired from stern)
 - How to enter/exit a naval vehicle:
  - ENTER:
   - from pier (or elsewhere with a mesh between you and the vehicle), just go as close as possible to the vehicle
   - see enter_naval_vehicle.jpg
   - if there is no mesh between you and the vehicle, it has a large enter-area
  - EXIT:
   - exit is only possible in one direction: to the front (bow) of the vehicle
   - exit is only possible, if there is no mesh between the vehicle and the ground (not possible at pier!)
   - so it's up to you to stop the vehicle with the bow in direction to the ground and not to drown

 Flying Vehicles NOD:
  - SP NOD Commanche Attack Helicopter; with PT-Icon
 - gave it the original machine gun & rocket weapon
 - at the same PT button like the Apache, because the PT-list is full; use alternate outfit button

 Characters NOD:
- Old Minigunner Outfit (fixed by Canadacdn)
- Old Minigunner Officer Outfit (fixed by EatMyCar/Carnotaurus)
- Old Flame-Thrower Outfit with backpack (fixed by ?)
- Old Chem-Warrior Outfit with backpack (fixed by ?)
- Old Sakura Outfit; with PT-Icon
- 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
 - First Mate; with PT-Icon
 - Sea-Captain; with PT-Icon
 - Civil Petrova; with PT-Icon
 - Mutant Petrova (as alternate Outfit); with PT-Icon
 - Kane; with PT-Icon
 - Kane hologram outfit; with PT-Icon
 - Mr.Tickles; with PT-Icon
 - if you buy him, dont stand to close to the purchase terminal - he will get stucked!
 - because his model is to big, he is also not able to climb onto the outpost towers

- Renegade Purchase Icon Templates and some Icons by Taximes/Halo38

- Inserted Renegade2-Stuff (Soviet belongs to NOD; Allieds belongs to GDI):

Look at the included pictures of the vehicles made by Westwood!

Vehicles Soviet:
 - 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

Vehicles Allied:
 - 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

Flying Vehicles Soviet:
 - Soviet Vulture Helicopter (fixed by Halo38/rrutk); with PT-Icon
 - Soviet Kirov Airship; with PT-Icon
 - I animated the model including its bomb attack weapon

Flying Vehicles Allied:
 - Allied Transport Helicopter (fixed/skinned by Assassin); with PT-Icon

- Renegade2 Purchase Icon Templates by Assassin

VM_TheTwoTowers:

- Inserted Renegade-Stuff:

Buildings GDI:

- GDI Outpost Tower (made by Halo38)
 - based on an unfinished Westwood model
 - working as a watchtower and sniperspot
- Old GDI Small Outpost Tower (part of the unfinished Westwood model above)
- Old GDI Repairpad
- Old GDI Tiberium Silo (fixed by sgtmay/rrutk); it gives 1 credit per 5 seconds until it's destroyed
- Old GDI Heli-Pad (fixed by Aircraftkiller)
- Old GDI Airstrip; fixed and working, but ATM switched off as Deco
- Old GDI Communications Center [without the underground floor]; fixed and working; but ATM switched off as Deco
- Old GDI Guard Tower, Version 1 (fixed by Aircraftkiller)
- Old GDI Guard Tower, Version 2 (fixed by Aircraftkiller)
- GDI-Skinned SP Pier; used as necessary building for the naval units
 - because the Pier is a little bit far away from the rest of the base, there is a teleport-zone from Barracks to Pier and back:
  - use the teleport-pedestals in Barracks and Pier
- Piershack
- Old GDI Console (as GDI Pier MCT)
- GDI-Skinned SP SAM Site (in SP only NOD has SAMs)

Vehicles GDI:

- Destroyed GDI Light Transport Hovercraft; as Deco

Buildings NOD:

- Old Hand of NOD
- NOD Outpost (made by Halo38)
 - based on an unfinished Westwood model
 - working as a watchtower and sniperspot
- Old NOD Repairpad
- Old NOD Tiberium Silo (fixed by sgtmay); it gives 1 credit per 5 seconds until it's destroyed
- Old NOD Heli-Pad; fixed by Aircraftkiller
- Old NOD Construction Yard; as Deco
 - these files are quiet old and complete broken
 - it has no mesh-prefixes usable for the building controler
 - because I know no way to rename the meshes in the w3d-file, I guess, this building will never be able to be switched on
- SP NOD Pier; used as necessary building for the naval units
 - because the Pier is a little bit far away from the rest of the base, there is a teleport-zone from HON to Pier and back:
  - use the teleport-pedestals in HON and Pier
- Piershack

- some Load from Old NOD Truck as Deco
- Old NOD Console (as GDI Pier MCT)
- NOD Big Gun (Big Turret = Shore Defence Cannon)
- Old NOD Gun-Emplacement; can be manned as shore defence too
- Old NOD Mobile Gun-Emplacement; fixed, as Deco, but can be manned as base defence too
- SP SAM Site

Buildings & Characters Mutants:

- Mutant Lab (Science Facility); fixed by Aircraftkiller, not destroyable
- inside there are 3 different Purchase Terminals, where you buy mutants of your team color (from SP) per poke:
  - Mutant Initiate (0 $)
  - Mutant Acolyte (250 $)
  - Mutant Templar (500 $)
- outside you see a fallen barrel with liquid tiberium leaking out to the ground
  - if you enter a small area around it, your infantry character will change to:
  - Visceroid (without $)

- Inserted Renegade2-Stuff (Soviet belongs to NOD; Allieds belongs to GDI):

Natural: Trees, Bushes, Grass, Rocks

Buildings Soviet:

- Big Walls (Towers + Walls) for NOD & GDI; used Renegade GDI-Logo for GDI-Version of this

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Known Issues (fixed soon):
  - Vehicles will get stuck near or over Ladders !
  - this will be fixed in a new version of the scripts.dll shipped with the "Tiberian Technologies Patch"
  - re-entering the vehicle helps at the moment (but not in the air, of course)

  - Attack announcement messages from friendly fire
  - scripting problem, script needs bugfix (madrackz)

Known Issues (help needed):
  - VM_TheTwoTowers needs a good VIS-System (looking for a good mapper!!!)

  - 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 ladders

  - Old Sakura texture glitching while moving

- dont know, what the reason for this is - the problem occurs in game not all the time

- dont land with a submarine or drive close to beach - your vehicle will get stuck (worldbox?)

Known Issues (not fixable):   - you can see water inside the NOD/GDI Submarines

- I wanted the Transport Hovercrafts be able to really transport other vehicles
- unless someone finds a way from blocking only naval units at the sea/land-border it's not possible

Miscellenous:
- the message-sounds for the new buildings are only in german at the moment
- if someone can build them in good quality from snippets of the english .wav's, I will include them too

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ToDo in Future:

General:

- insert english attack/killed/repaired-messages for the new buildings

- adjust Old Sniper Scope

- find use for GDI Airstrip (e.g. with an airstrike)

- make texture for GDI Light Transport Hovercraft from FX-texture "huvercraftmap.dds"

- improve the texture of Soviet Apocalypse Tank and Allied Prisma Trank
- insert an second Apoc tank version with this texture: v_sov_atk.tga

- insert Old GDI OrcaLift (fixed by Genocide) - looking for its textures !
- insert Singleplayer GDI A10-Aircraft & Old NOD SU-27-Aircraft (e.g. for scripted cinematic airstrikes)
- insert Old GDI APC (textured wheels)

- cut more terrain below the buildings of VM_TheTwoTowers

Other Maps:
- insert Old GDI Refinery (new map)
- insert ground floor of Old GDI Communications Center, improve texture
- make an Infantery-only-Map (Winter) and with other versions of Old GDI & NOD Tiberium Silo
- insert Big Walls in destroyed condition (as deco in other map)
- DM Map with Old Bunker

- insert Ren2-Cliff

HELP WANTED

To the moment I worked on this mod for about 800 to 1000 hours.
It's a 1-man-project and ATM I'm completly tired of it and will take (or need) a little break from modding, e.g. just for enjoying gaming. By the way, it would be nice, if i would be able to play my own mod with some people!

I think, this Mod is really good, but the map needs a acceptable VIS System. I tried to make it, but I failed. I made two VIS layers and got framerates like a dream (~130 FPS average), but RenX failed to export more VIS layers. So removed VIS (only the buildings have vis sectors), because all the terrain disapeared while flying with a heli.

It would be GREAT, if some mapping god could set up a VIS.

And I promise, all further maps will be MUTCH smaller. This was my first map.

File Attachments
1) Playable_Units_vsmall.jpg, downloaded 4967 times

2) Sub_Attack_vsmall.jpg, downloaded 3575 times