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 assetsand 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

VM TheTwoTowers:

- Renegade2 Purchase Icon Templates by Assassin

- 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-Ve	rsion of this

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

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 4764 times



2) Sub_Attack_vsmall.jpg, downloaded 3361 times

