Subject: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Sun, 12 Jun 2011 17:06:42 GMT
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http://www.moddb.com/mods/tcw

We have started a new modification for the game C&C Renegade which will be standalone and free to play.
It will be taking place in the C&C 3 Tiberium Wars timeline and feature units, structures and objects from C&C 3.

So far we got the GDI Tiberium Refinery, GDI Barracks, Nod Tiberium Refinery, Nod Power Plant and the Neutral Tiberium Spike (which can be captured for money with an engineer) ingame.
Units ingame currently are a Predator Battle Tank, Raider Buggy, Pitbull and Mammoth Tank.
And we have the anti-infantry defenses GDI Watchtower and Nod Shredder ingame

Kenz3001 made a few kickass wallpapers for the mod which can be downloaded here:
GDI Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...r-gdi-wallpaper
Nod Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...r-nod-wallpaper
Scrin Wallpaper: http://www.moddb.com/mods/tcw/images/tiber...scrin-wallpaper

We have 4 maps ingame now:
C&C_Joipa (medium sized map with defenses)
C&C_Snow_Death (small map with 3 Tiberium Spikes)
C&C_Boxed (small map with 1 Tiberium Spike)
C&C_Moon (medium sized map with 2 Tiberium Spikes and Low Gravity)

We are currently looking for testers to test out the game from time to time on scheduled events. If you are interested then please send me a message here on the forum or join irc.mp-gaming.com #mp-tcw channel.

Greetz zunnie

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Omar007 on Sun, 12 Jun 2011 21:37:37 GMT
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Another one?

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Sun, 12 Jun 2011 23:25:30 GMT
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We left slaro's team for some reasons, started our own...

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 13 Jun 2011 02:55:28 GMT
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Some updates:

Tiberium spikes now give $250 to entire team if it was captured for the first time.
Tiberium spikes now give $5 a second.
Engineers removed from free character purchases.
Engineers now repair a little faster.
Grenadiers removed from free character purchases.
Grenadier moved to advanced character menu and costs $800.
Grenadier health bumped to 200/100.
Grenadier ammo damage doubled.
Zonetrooper is now properly identified in the game.
Zonetrooper now costs $1300
Sniper now costs $1000
Simple rocket soldiers removed.
Engineer moved to advanced character menu and costs $500.
Engineers have Remote C4, Mines, Knife, Pistol and Repairgun.
Officers now cost $300.
Green Tiberium harvesting now pays off $1400 per dump.
Set the number of seats in a Harvester back to 1.
Harvesters no longer self repair health.
Ion and Nuclear Beacons now cost $2500.
Flamethrowers removed from free character purchases.
Flamethrowers moved to advanced character purchases for $900.
Chemwarrior price increased to $900.
All weapons but C4 types have unlimited ammo.
Shadow (SBH) costs $800.
Mammoth Tank size increased by 15%.
Raider Buggy size increased by 25%.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Mon, 13 Jun 2011 07:54:15 GMT
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Sneak peak of new building exteriors!

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 13 Jun 2011 10:23:24 GMT
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Nice work Mauler :V

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by danpaul88 on Mon, 13 Jun 2011 10:47:48 GMT
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zunnie wrote on Mon, 13 June 2011 03:55
Engineers removed from free character purchases.

Soo..... your banned from repairing your base if you have no money? That seems a bit harsh...

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by kamuixmod on Mon, 13 Jun 2011 15:04:19 GMT
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my idea is that you still can repair your buildings by pressing the switch down which is next to the mct and that is for free. by presssing down, it repairs the building 2hp/s maybe?

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 13 Jun 2011 17:33:01 GMT
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Right now soldiers have a repairgun that can only repair buildings, taking away your credits slowly as you repair a building. (Simular to repairing in CnC3 taking away creds)
Engineers repair buildings a lot faster, gain credits for repairing and are able to capture Tiberium Spikes.
For NOW Engineers can also repair vehicles, once the War Factory is ingame Engineers can no longer repair vehicles and you have to drive to the WF for repairs.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Xpert on Tue, 14 Jun 2011 00:03:44 GMT
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My post on Atomix:

Quote:
I think you guys are implementing the RTS feel of it into an FPS version a little too much. Take credits away for repairing? This will make people not want to repair a building at all. All C&C RTS games take away credits for repairing. That's RTS. This is an FPS game.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by iRANian on Tue, 14 Jun 2011 00:06:15 GMT

I'd be interested in seeing how it is implemented (maybe with automatic repairing of buildings) but yeah I see why people are skeptical about it.

You guys have been progressing quickly btw. Can't wait to play it.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Tue, 14 Jun 2011 05:27:22 GMT

Yea, it does kinda suck and feels like a punishment for repairing your base.
Repairing buildings will give money again just like normal.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Tue, 14 Jun 2011 11:51:33 GMT

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by reborn on Tue, 14 Jun 2011 12:26:59 GMT

zunnie wrote on Tue, 14 June 2011 01:27Yea, it does kinda suck and feels like a punishment for repairing your base.
Repairing buildings will give money again just like normal.

Maybe the repairs could come froma global team fund, rather than a local fund?
The global fund having a tick rate and being what you use to purchase additional buildings etc.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by sla.ro(master) on Tue, 14 Jun 2011 12:54:37 GMT

i will never ever put those changes into TTW. TTW is a FPS not RTS.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by sla.ro(master) on Tue, 14 Jun 2011 19:53:31 GMT
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zunnie wrote on Mon, 13 June 2011 02:25We left slaro's team for some reasons, started our own...

real reasons, i don't accept a RTS fully in a FPS game

my idea was renegade + c&c 3, now i want even more , Quake, CS, DODS , C&C 3 + Renegade ^^

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by kamuixmod on Tue, 14 Jun 2011 20:06:37 GMT
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wow i just went for 1 week to england and so much happened, idk what actually but well idk

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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Fri, 17 Jun 2011 23:48:04 GMT
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http://www.moddb.com/mods/tcw/videos/gdi-mammoth-tank2#imagebox

GDI Mammoth Tank fixed up by dtrngd and goldy58

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Starbuzz on Sat, 18 Jun 2011 03:14:44 GMT
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Good job with the animated tank tracks.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by iRANian on Sat, 18 Jun 2011 11:43:36 GMT
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Nice

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Sat, 18 Jun 2011 13:18:36 GMT

http://www.moddb.com/mods/tcw/videos/pitbull-stealth-detection

I just added stealth-detection for Pitbulls They reveal Shadows within 15 meters of the vehicle temporarily.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by kamuixmod on Sat, 18 Jun 2011 14:26:00 GMT

dont forget to add them to the gdi guard towers as well

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by reborn on Sun, 19 Jun 2011 14:52:33 GMT

Man, this is moving so quickly!

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 20 Jun 2011 02:07:04 GMT

PT Icons for most vehicles and characters have been added

Also sounds will play for each of them on the team that purchased the unit.
IE: A generic sound for purchasing a Nod Stealth Tank will play for Nod when a Nod player buys one.
Same applies to GDI units for GDI.

Purchase Icons done by Hunter-Seeker, the sounds by Bazil and Kamuixmod, code by me

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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 20 Jun 2011 06:54:00 GMT

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http://www.moddb.com/mods/tcw/videos/unit-purchase-notifications

Unit purchase notifications 95% finished, still missing a few sounds i will add asap:)

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by sla.ro(master) on Mon, 20 Jun 2011 08:28:39 GMT
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zunnie, stop using my mod stuff, thanks.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 20 Jun 2011 08:31:24 GMT
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Your mod stuff? Like what lol?

edit; After talking with sla.ro for a min it is about the background iamge we are still using behind
the purchase options menu. Will replace it with something different soon.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by E! on Mon, 20 Jun 2011 09:57:48 GMT
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predator and mammoth icons are cutted + what's the difference between the standard rifle squad
and those that cost money? cause the icon looks the same.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 20 Jun 2011 10:05:58 GMT
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The spawncharacter is a "Peasant" with a Pistol, Knife and Repairgun(basic) the PT icon needs
udpating.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by reborn on Mon, 20 Jun 2011 11:24:08 GMT
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Excellent progress!

Your approach is yielding some fast, effective and enjoyable deliverables.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Tue, 21 Jun 2011 06:29:16 GMT
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Small changelist:
Nod Commando's now stealthed when standing still.
Depositing Tiberium now tells you how much you deposited.
Stealth Tanks and Nod Harvesters now destealth too when a unit is close enough that has stealth detection abilities.
When a friendly tank is blown up it will play the 'Unit lost' sound.
When a friendly harvester is under attack it will play the 'harvester under attack' sound.
When a friendly harvester is blown up it will play the 'harvester lost' sound.
Nod Harvesters are now stealthed.
Tiberium Spikes now send a TEAM message when a friendly unit is capturing it.
Tiberium Spikes now play the 'building captured' sound when captured.
Harvesting Tiberium now gives 50 points on deposit.
Rifle Soldiers and Militant Infantry Soldiers now drop their primary weapon OR a health/armor powerup.
Engineers and Saboteurs now drop their Remote C4, Repairgun, Mines or a health/armor powerup.
Nod Weapons Factory now plays under attack and destroyed sounds.
GDI War Factory now plays under attack and destroyed sounds.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by ArtyWh0re on Tue, 21 Jun 2011 14:56:30 GMT
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reborn wrote on Sun, 19 June 2011 07:52Man, this is moving so quickly!
My thoughts exactly. I've been checking out the videos and this mod is really comming along.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Tue, 21 Jun 2011 16:06:54 GMT
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06/21/2011 - 05:46PM
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* Capturing a Tiberium spike will set off the sound "building captured" for the team that captured the
spike. If the spike was owned by the enemy team then the enemy team will hear a sound "our

---

building has
been captured".

* Rocket guys do half the damage they used to do to vehicles since i overkill the done damage a bit.

* Zonetroopers do a little less damage to buildings.

* Peasant Repairgun is now able to disarm Beacons and C4 types as well as Buildings.

* Mammoth Tank Missile launching reduced greatly, with about 4-5 second reload delay it will fire 4
missiles to the enemy dealing great damage to infantry, vehicles and buildings.

* Added fire and/or start, loop and stop sounds for the following units: GDI Pitbull, GDI Mammoth Tank,

Nod Attack Bike, Nod Stealth Tank, Nod Militant Soldier, Nod Raider Buggy, Nod Militant Rocket Soldier,
GDI Rifle Soldier, GDI Zonetrooper.

* Stealth Tanks will now destealth when a Stealth Detection Enabled vehicle is nearby, such as the GDI
Pitbull and GDI Orca.

* Adjusted the Stealth Detection code so it does no longer destealth friendly units.
* Fixed Mammoth Tanks from not booting Commando's when entered. Now Commando's can no longer be the

DRIVER of a vehicle. Commando's can still enter APC's as a passenger.

* Map Mountain Pass now has blue tiberium and a brand new water texture.

* Map The Joipa now has a bridge connecting the two bases.

* Map Snow Death now has new texturing job done. It is still a snow map but with different textures.

* Map Backface greatly reduced in size because it was way too big. Backface now has Blue tiberium fields.

* The maps Backface, Boxed, Mountain Pass, Snow Death and Spikewar ported to 3DSMax8, future assets for
TCW will be 3DSMax8 files only.

* Added a selection of CnC 3 TW Music Tracks to the game files for use on (custom) maps.

* Added a selection of Frank Klepacki's CnC music to the game files for use on (custom) maps.

* All presets in Leveleditor recreated from scratch. Much better and clear structuring which will make it
a lot faster to create and/or modify content for the game which will benefit the (hopefully) future modding community for TCW

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Generalcamo on Wed, 22 Jun 2011 03:17:22 GMT
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Instead of redoing the purchase terminal background, why don't you make it a sidebar? It would really help it along, removing the wasted PT slots, and is more flexible.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Wed, 22 Jun 2011 04:16:52 GMT
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Most will recognize it right away
I'm retexturing the map for use in TCW, its not the final version, still gotto alpha blend a lot of stuff and apply UVW maps.

One of my favorite maps in Renegade

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Wed, 22 Jun 2011 05:15:51 GMT
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Completed NOD base, Interiors are all completed and are ready to be play tested!

Here they are

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Wed, 22 Jun 2011 10:56:07 GMT
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http://www.moddb.com/mods/tcw/videos/technology-upgrades

In this video i am testing tech upgrades. I buy the tech from a terminal after which my mammoth is upgraded with railguns.
This video is only to demonstrate it works now. It will be made better of course This is merely a simple demonstration.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Starbuzz on Wed, 22 Jun 2011 12:39:18 GMT
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Excellent work zunnie and Mauler, keep it up!

Please make sure to have good quality for the characters. I hope you will be able to get the top-notch Reborn style quality for the characters as the C&C 3 chars are really good looking...especially GDI.

For the vehicles, do you plan to add a long-range artillery type unit? And in the future flying vehicles too?

edit: btw, you are using the models from C&C 3 right?

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Aircraftkiller on Wed, 22 Jun 2011 13:38:06 GMT
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Aircraftkiller wrote on Wed, 15 December 2004 18:18Remember, it's Nod, not NOD.

Are these all C&C 3 models/textures? I could see some of it was using Renegade textures. It looks interesting.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Wed, 22 Jun 2011 13:46:34 GMT
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Yea, its from cnc3.. Were using some of renegade's textures still although we also got a lot from cnc3 itself and a dozen new ones mostly downloaded off free texture sites.

The building textures were re-done / lighted by Mauler.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Wed, 22 Jun 2011 18:09:56 GMT
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Aircraftkiller wrote on Wed, 22 June 2011 09:38Aircraftkiller wrote on Wed, 15 December 2004 18:18Remember, it's Nod, not NOD.

Are these all C&C 3 models/textures? I could see some of it was using Renegade textures. It looks interesting.
 Yeah currently it is using both yes. Also made some modifications to the models due to some being a little to low poly

---

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Thu, 23 Jun 2011 00:55:28 GMT
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I completed creating the code that handles the Composit Armor upgrade for Rifle Squads, Missile Squads and Grenadier Squads now
Zonetrooper upgrades i am working on still.

It will grant your character an extra 15ap and 15hp.

You press E on the "Upgrade Composit Armor" terminal which will add $500 of your money to the Upgrade
Composit Armor Fund, when the fund reaches $6000 then researching the upgrade will commence.
Researching takes 60 seconds after which the Upgrade becomes available.

Note that Nod Saboteurs are able to sabotage the research process simply by pressing E on the terminal
when researching is taking place.
The research will fail and the funds are reset and GDI will have to purchase the upgrade again.

I made the cost 6k which isnt all that concidering the startmoney is $500 and when there are as little
as 5 or a few more players are on the team you reach 6k fairly fast.
This does not mean it is subject to change in the future to a lower or even higher price.

Obviously this terminal will be located in the GDI Armory building once it is ingame.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Thu, 01 Sep 2011 17:00:26 GMT
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We have spiced up the map Spikewar a bit as you can see below
Mauler added better bridging and some palm trees and rock formations

The tiberium field will have the blue tiberium crystals placed all
over it soon:

OLD spikewar

After Mauler had his hands on it lol:

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Thu, 01 Sep 2011 23:17:10 GMT
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We now use a sidebar made by Kenz3001 (based on scripts 4.0) in TCW:

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by iRANian on Thu, 01 Sep 2011 23:20:55 GMT
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Looks nice.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Fri, 02 Sep 2011 04:50:11 GMT
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Yes, i placed all of them 1 by 1 on the map All around the map

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by crazfulla on Fri, 02 Sep 2011 11:10:06 GMT
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You have way too much time on your hands...

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by my486CPU on Fri, 02 Sep 2011 18:10:39 GMT
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I am truly amazed at how fast you guys are putting this together. It goes to show what a well oiled team can accomplish in a short amount of time.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by GEORGE ZIMMER on Fri, 02 Sep 2011 22:33:21 GMT
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I hate the shit out of C&C3, but this is a pretty cool idea. Question, though- will you have Scrin stuff on some maps? Either in the form of downed (yet capturable) vehicles, or AI enemies that screw with you. That'd be pretty awesome. Also, Kane's Wrath stuff would be nice.

On another note, try rotating those props a bit, man. The trees and crystals. Maybe having various sized ones for variety?

Also, glad you're working on it instead of someone like, say, HORQWER.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Fri, 02 Sep 2011 22:50:28 GMT
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Can't speak for zunnie's maps, but I know mine will possibly feature some elements of scrin in one form or another. Since they are a part of C&C 3.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Fri, 02 Sep 2011 23:02:58 GMT
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I do have plans for Scrin in Coop missions but the priority now is
to create the AOW style maps, at least thats what everyone wants.

When we got "enough maps" ingame and all the units and buildings in
place as much as possible i will start looking at creating Coop stuff for TCW.

And yea, i gotto redo that map a bit, and add some variety into the
model placement like trees and crystals. (Mauler probly has some
nice ones i can use)

I tried the map ingame and the fps drop is too big too many
crystals I'll have to figure a way to create a decent tiberium
crystalized field without too much of a fps hit as it causes now.

We'll get it sorted i hope

PS: On a sidenote: We are still looking for testers at this time so
if you are interested by any remote chance then join irc.mp-gaming.com in channel #mp-tcw

---

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by kamuixmod on Fri, 02 Sep 2011 23:20:02 GMT
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btw. The Forceshield so far is nearly done

great apploud for Indios

http://www.youtube.com/watch?v=WRD-u01opns

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by GEORGE ZIMMER on Fri, 02 Sep 2011 23:56:47 GMT
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Use LOD for the crystals- should help a lot. I know APB and Reborn (I think?) use a lot of terrain
objects, but have them all using various levels of LOD. It also depends on how you texture the
objects, too... UVW unwrapped objects tend to fare better than those with various textures
slapped on.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Jerad2142 on Sun, 04 Sep 2011 22:26:40 GMT
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Objects with a single texture and mesh > objects with a lod.
Although a second lod with a single pass texture (no reflect detail) at a distance would be a good
idea.

zunnie wrote on Thu, 01 September 2011 22:50Yes, i placed all of them 1 by 1 on the map All
around the map

Hi W Logo, long time no see (If that reflect effect is bump mapping make sure your texture for the
bump mapping is .tga instead of .dds (unless you plan on releasing this only for 4.0) stock ren
can't load .dds as a bump mapping layer).

crazfulla wrote on Fri, 02 September 2011 05:10You have way too much time on your hands...
At least it wasn't 2,500 trees, bushes and ferns placed over a 600x300 piece of hilly terrain, that
says you have too much time on your hands. Especially if you go back though and start rotating

---

them all to match the slope of the ground.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Mon, 05 Sep 2011 01:36:27 GMT
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The WW logo is fixed. Zunnie forgot to add the TGA file into the editor cache, and the crystals have there reflection as an additive shader. Just begun the process of creating a new model with LOD enabled in which give us better performance with multiple models loaded ingame. Thanks for the feedback Jerad.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by GEORGE ZIMMER on Mon, 05 Sep 2011 03:54:47 GMT
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Jerad Gray wrote on Sun, 04 September 2011 15:26Objects with a single texture and mesh > objects with a lod.
Or do both

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Aircraftkiller on Mon, 05 Sep 2011 04:23:33 GMT
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Those crystals look far too tiled. Try making some variations on them to break up the tiling.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Jerad2142 on Mon, 05 Sep 2011 06:15:43 GMT
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Aircraftkiller wrote on Sun, 04 September 2011 22:23Those crystals look far too tiled. Try making some variations on them to break up the tiling.
Or even just rotating them would help tremendously I think.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by GEORGE ZIMMER on Mon, 05 Sep 2011 06:20:14 GMT
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Aircraftkiller wrote on Sun, 04 September 2011 21:23Those crystals look far too tiled. Try making some variations on them to break up the tiling.
I ALREADY SAID THAT YOU FAGGOT >:[

But yeah, the same can be said for all props. I actually recommend not having so many props in general, or at least not so plopped down like that... maybe try having a few trees/etc built into the actual map? I dunno, I hate levels that just have a dickton of props with a sort of "base" level.

It just reminds me of that one map where it was field but with a lot of random tree props placed in between, and had no active WF. It's just.. lazy.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Aircraftkiller on Mon, 05 Sep 2011 06:46:58 GMT
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The least he could do is rotate the trees or something.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Mauler on Mon, 05 Sep 2011 18:14:08 GMT
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The map that I had fixed up, had the trees built into the w3d and had variation between the props but zunnie removed them in favor of having separate tiles for them.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by Jerad2142 on Mon, 05 Sep 2011 22:34:53 GMT
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Usually I just place all the trees the same, maybe rotating them as I place them, then I go into the tiles list and ctrl select random ones. Then I click the select button and then I do a replace selected to a different tree type, easiest way to put down random variation I find, it allows you to place them a bit faster than clicking make repeatedly.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Tue, 06 Sep 2011 21:00:21 GMT
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Made by Mauler and moi :

Toggle Spoiler

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by NACHO-ARG on Tue, 06 Sep 2011 21:08:21 GMT
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hoo nice guys, now it looks way better , i like the crystal texture but perhaps an additive blend mode would look even better on them.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Wed, 07 Sep 2011 04:56:37 GMT
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Here a screenie of TCW_The_Moon *wip*

The GDI Refinery is still missing here, will be added shortly.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Wed, 07 Sep 2011 06:12:47 GMT
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Video of Spikewar Alpha 3:

http://www.moddb.com/mods/tcw/videos/tcw-spikewar-map

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by crazfulla on Wed, 07 Sep 2011 07:37:17 GMT
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Can you please put those uber huge images in a spoiler so they don't stretch the forum page? I would greatly appreciate it kind sir(s).

looks really cool, but seriously WTF is the point in the bridges between the spikes? They are kinda flat and boring. Make a mountain in between with tunnels or something interesting.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Fri, 09 Sep 2011 04:40:07 GMT
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I will next time i post images lol

http://www.moddb.com/mods/tcw/videos/barracks-doors-realized

Made by mauler from the TCW Team

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Fri, 09 Sep 2011 10:15:26 GMT
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The map terrain was made by Aircraftkiller originally, i have his permission to use the level in
TCW.
I resized it a bit so more buildings would fit on the terrain Textureing probably needs some work
too still:

Toggle Spoiler

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Tue, 13 Sep 2011 07:55:23 GMT
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Here some screenshots of the map TCW_Snow WIPs and a final beta shot (last image):

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Credit goes to dtrngd too as he originally made the terrain for APB Coop, i made the map double
size and did the texturing and level setup.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by NACHO-ARG on Tue, 13 Sep 2011 09:47:02 GMT
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hoo very nice guys, hope it dont be 2 large.

Subject: Re: C&C Tiberium Crystal War: Renegade Conversion
Posted by zunnie on Mon, 19 Sep 2011 21:09:51 GMT

http://www.moddb.com/mods/tcw/downloads/cc-tiberium-crystal-war-online-demo

The demo was released a few days ago Have fun.