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Subject: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sun, 19 Jun 2011 07:19:54 GMT  
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We released latest beta of The Third Tiberium War with auto-updater.

You can download it from here (see description for how to install it, you need WinRAR)

Theres a small bug on Launcher, to fix it, get this and extract it into ttw folder.

We will do tests on 23.06.11, all peoples are invited to join.

Edit: Here is a tutorial how to install TTW, if you have problems still after reading this, please post.

- Tiberium Studios

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Subject: Re: The Third Tiberium War BETA  
Posted by [Xpert](#) on Mon, 20 Jun 2011 17:39:29 GMT  
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Ok seriously, what is the real name of this mod?

Zunnie seems to have a different name for this mod and now you have a different name.

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Subject: Re: The Third Tiberium War BETA  
Posted by [Omar007](#) on Mon, 20 Jun 2011 17:53:05 GMT  
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They are both separate mods

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Mon, 20 Jun 2011 21:07:44 GMT  
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yes are separated, zunnie actually he stole my idea... but i really don't care now, we want to finish TTW with our idea and our community idea. i'm waiting all peoples opinnions on what need to be changed.

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Subject: Re: The Third Tiberium War BETA  
Posted by [Omar007](#) on Tue, 21 Jun 2011 13:25:01 GMT  
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You make it sound like you actually don't have a plan for the mod but just wait for the community to tell you what to make :S

On a sidenote;  
He might have stolen your idea, but you stole the idea aswell...

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Subject: Re: The Third Tiberium War BETA  
Posted by [Reaver11](#) on Tue, 21 Jun 2011 13:58:03 GMT  
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To be honest Sla your project is not a beta.  
One bad thing I see is model parts just stuck through each other. (see your barracks interior or your obie)

It doesn't look like you truly want a CnC3 mod.  
It's more looking like a deathmatch / vehicle deathmatch mod with stuff from a lot of different games.

So my advice would be figure out what you truly want to make.  
Create a design document and start making that idea. (Not like 3 different games mixed through each other with no central theme)

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Subject: Re: The Third Tiberium War BETA  
Posted by [reborn](#) on Wed, 22 Jun 2011 09:29:59 GMT  
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sla.ro(master) wrote on Mon, 20 June 2011 17:07 yes are separated, zunnie actually he stole my idea... but i really don't care now, we want to finish TTW with our idea and our community idea. i'm waiting all peoples opinions on what needs to be changed.

For you to claim that Zunnie stole your idea, that suggests that you own the idea itself. You do not.  
Even if this was possible, then there have been others before you that have taken steps towards this idea, so does Omar supersede your "claim"?  
APB is a mod based on the Renegade engine using another CnC game for their inspiration, surely they have the rights to this idea?  
EA made the game CnC3, surely the idea is owned by them?  
I once thought of the idea of making flying shoes, no one better actually make them because I own that idea!

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 10:00:22 GMT  
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is deathmatch, aow and other more.

we are currently working on the buildings and chars weapons.

my idea is to make a game where you don't have only to rush, a game where you need to use tactics and different types of weapons to kill your enemy. eg: if you do flame rush and enemy knows about it, they can stop it with outposts and other who will be included in the mod.

i changed my idea, so.. won't be all ren. some new features are upgrades, build-able stuff like laser walls to protect your team from bullets and other more.

edit: im not talking about theme idea or anything else, when he started his mod he stole some of my ideas, but i see he got rid of them, i don't care about his mod now, i don't even watch it on moddb. but i don't like to hear from peoples that ttw is similar to his mod. with this i end those complains about him and his mod. if no one wants to join the staff, i still continue but at very slow rate.

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Subject: Re: The Third Tiberium War BETA  
Posted by [Mauler](#) on Sat, 25 Jun 2011 12:19:08 GMT

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Unless you up the quality of your models and such, and focus on your 'ideas' our mods are not similar. The only thing similar is the idea of having C&C 3 Unit,Structures, nothing else.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 14:41:17 GMT

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Mauler wrote on Sat, 25 June 2011 15:19 Unless you up the quality of your models and such, and focus on your 'ideas' our mods are not similar. The only thing similar is the idea of having C&C 3 Unit,Structures, nothing else.

quality will be higher, i want gameplay first and features.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 19:14:01 GMT

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heres the real story about why he left.

@ irc.vx-gaming.net #ttwserv

Quote:[22:09:27] <~sla\_ro|master> some peoples talk without knowing about  
[22:09:33] <~sla\_ro|master> me i wanted to make zunnie to leave ttw

[22:09:42] <~sla\_ro|master> because he wanted to overtake  
[22:09:43] <~sla\_ro|master> it  
[22:09:50] <~sla\_ro|master> and i wanted not to be kicked from my own mod  
[22:09:56] <~sla\_ro|master> thats the truth  
[22:10:06] <~sla\_ro|master> i was bossy only to make him leave  
[22:10:15] <~sla\_ro|master> so he left  
[22:10:21] <~sla\_ro|master> and with the staff....

i hope this clarify..

thanks.

edit: here is the official blogs where we post changes

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Subject: Re: The Third Tiberium War BETA  
Posted by [kamuixmod](#) on Sat, 25 Jun 2011 19:54:22 GMT  
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---

ehm well, posting your own chatlog wont help that much, i could just write in any channel something and copy paste it in here....

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sat, 25 Jun 2011 20:26:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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kamuixmod wrote on Sat, 25 June 2011 22:54ehm well, posting your own chatlog wont help that much, i could just write in any channel something and copy paste it in here....

was in that public server chan and not was supposed to be get like irc chat, i said what the problem was and with this end this. i won't replay to anything about this. i will reply only to suggestions, feedbacks etc.

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Subject: Re: The Third Tiberium War BETA  
Posted by [kamuixmod](#) on Sat, 25 Jun 2011 21:29:04 GMT  
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i wonder why this happened while i was in england...well once im away, a disaster...

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Subject: Re: The Third Tiberium War BETA  
Posted by [Tupolev TU-95 Bear](#) on Sun, 26 Jun 2011 00:50:33 GMT

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Isnt this suppose to be about BETA and not about Zunnie 'supposingly steal' your idea?

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Mon, 27 Jun 2011 07:20:25 GMT  
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Flame Tank Photos

photo 1

photo 2

photo 3

some changes:

ramjet removed and replaced with rail carbine  
sniper rifle power to be decided on polls soon..  
etc.

more info on our blog here

- Tiberium Studios

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Mon, 27 Jun 2011 08:00:03 GMT  
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---

i started a new forum for TTW

we are currently running a poll there for sniper rifle.

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Mon, 27 Jun 2011 17:57:07 GMT  
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orca added

some photos of Orca ingame

photo1

photo2  
photo3

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [iRANian](#) on Mon, 27 Jun 2011 22:18:15 GMT  
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---

They look nice.

---

---

Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Tue, 28 Jun 2011 17:49:54 GMT  
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New Map!

River Map

a WIP on gmax

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Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Wed, 29 Jun 2011 00:15:02 GMT  
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---

I hate to be so blunt here, but it's very easy to tell what you made and what was made by the team behind C&C3. For example, those in-game units look nice. However, your level looks terrible. I really cannot say anything positive about it. It's far too box-like. Each polygon is depressed into the ground with no gradient from low levels to high levels, causing a stair-stepping effect that makes it look even worse.

Your "mountains" suffer from this same effect, and the overall design of the level looks boring, dull, and lacks any kind of imaginative game play designs. Essentially, your level is Field - yet exceptionally more ugly and a lot less detailed. If this is your level, I would recommend looking at some basic 3D modeling tutorials so you can, at least, fix the blandness of the terrain and the stair-stepping you've implemented with your terrain modeling.

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Wed, 29 Jun 2011 07:21:02 GMT  
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o0? i used the same style like Westwood did on C&C\_Field...

---

and is still a wip and no buildings yet on map.

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [reborn](#) on Wed, 29 Jun 2011 09:50:10 GMT  
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---

It doesn't look natural, it looks like an 8 bit version of a map, with large block pixels.

---

---

Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Wed, 29 Jun 2011 12:29:14 GMT  
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reborn wrote on Wed, 29 June 2011 12:50It doesn't look natural, it looks like an 8 bit version of a map, with large block pixels.  
is on gmax..

---

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Wed, 29 Jun 2011 14:21:27 GMT  
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So? gMax or not, it should be a lot more detailed than that as a work-in-progress. The point of a WIP is that the basic details have been laid down, not that the level requires a massive overhaul to look remotely similar to the concept it's meant to resemble.

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [Generalcamo](#) on Wed, 29 Jun 2011 16:50:57 GMT  
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---

Don't get him wrong, he created an entire project using GMax before the 3ds max plugin got released. A few of these objects are still in use today. And they are pretty high quality.

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [Mauler](#) on Wed, 29 Jun 2011 18:18:43 GMT  
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---

I could create the same map slaro made, in about 4 minutes...with little effort...Spend more time on layouts, study/ look at landscape photographs it helps. Because that terrain looks so unnatural and boring to look at.... Lots of tutorials, but gmax is limiting you on what you can create

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Thu, 30 Jun 2011 06:51:54 GMT  
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---

on gmax quality is lower, i placed a 1000x1000 texture on a big block and appear very boxy, on ren appear like should be.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Thu, 30 Jun 2011 14:07:28 GMT  
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No, that isn't how it works. At all.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Generalcamo](#) on Thu, 30 Jun 2011 17:28:32 GMT  
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---

sla.ro(master) wrote on Thu, 30 June 2011 02:51 on gmax quality is lower, i placed a 1000x1000 texture on a big block and appear very boxy, on ren appear like should be.

Did you really just skip over my statement? Aircraftkiller created early versions of APB ENTIRELY out of gmax. They were, and still are, pretty high quality.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Thu, 30 Jun 2011 20:13:15 GMT  
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i talked about the render quality, not the model quality

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Thu, 30 Jun 2011 21:52:39 GMT  
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---

Nobody's talking about the render quality. You can't render in gMax. Your model quality is utter shit to be completely honest with you. Spend more time on it and learn how to properly model. There are tons of resources on Google.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [HaTe](#) on Thu, 30 Jun 2011 22:03:59 GMT

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Aircraftkiller wrote on Thu, 30 June 2011 14:52 Nobody's talking about the render quality. You can't render in gMax. Your model quality is utter shit to be completely honest with you. Spend more time on it and learn how to properly model. There are tons of resources on Google. Just. A. Game.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Thu, 30 Jun 2011 22:31:05 GMT  
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---

Modeling isn't a "game", it's a time-honored technique by which to create 3D geometry for various applications. Showing work that looks like shit, getting critique on how to not make it look like shit, then blaming gMax's non-existent render quality is a bad way of going about taking critiques.

As they say, "If you don't want your work critiqued, don't post it in public." And if you don't have anything useful to add to the discussion, I suggest you stop posting in the thread.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [HaTe](#) on Thu, 30 Jun 2011 22:59:29 GMT  
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---

It's. For. A. Game.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Thu, 30 Jun 2011 23:14:32 GMT  
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---

Extrapolating your logic, everything for a game should look like shit. If you have no standards, there's no need for you to post that you don't care.

---

Subject: Re: The Third Tiberium War BETA  
Posted by [HaTe](#) on Fri, 01 Jul 2011 00:37:09 GMT  
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---

Games should look good. People shouldn't flip shit when they see someone not doing a good job in their eyes though. It's just a game bro, calm down and lay off...Besides, encouragement>negative feedback and bitching, in helping ti improve.

---

Subject: Re: The Third Tiberium War BETA

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Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 01:41:29 GMT

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---

We already explained what he needs to do. It is not your place to tell anyone how to critique others. Nobody is being particularly rude to this guy... If he wants to learn, he'll swallow his pride and take what we've said for face value, so he can improve what he's done. It is not my responsibility to cater to the belief you seem to hold, that I'm somehow "upset" and that I need to "calm down" because I'm trying to help this guy understand what he's doing wrong.

Please go troll somewhere else before I ask a moderator to get involved.

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Subject: Re: The Third Tiberium War BETA

Posted by [HaTe](#) on Fri, 01 Jul 2011 04:26:13 GMT

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Quote:Nobody is being particularly rude to this guy...

Quote:However, your level looks terrible.

Quote:I really cannot say anything positive about it.

Quote>Your model quality is utter shit to be completely honest with you.

Quote:Spend more time on it and learn how to properly model.

You call it honesty...I call it being a plain out asshole.

Quote>Please go troll somewhere else before I ask a moderator to get involved.

Typical ACK, can't handle his own arguments, so he needs to report to the big bad moderators.

This isn't NS dude...mods here aren't going to jump remove my forums rights over an argument...especially when I'm the one being more mature about it

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Subject: Re: The Third Tiberium War BETA

Posted by [Blazea58](#) on Fri, 01 Jul 2011 04:38:48 GMT

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Aircraftkiller is right on many points there, you have to learn from better tutorials first, and if you really think just improving the texture quality in the picture is going to help, your dead wrong. A flat 300x300 plane is all it looks like to me with a few modifications.

thats how you make your textures show up in full resolution by the way.

don't know how you can be trying to take credit anyways for models you ripped from C&C3, all of your pictures also say "made by you" , but what did you make? o.O

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Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 04:49:20 GMT  
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HaTe, I doubt you've ever created anything for any game. I doubt you're an artist in general, for that matter. If you think I am being rude to him, may I direct you to Polycount.com? Posting something like that would get you laughed off the forum. It is expected that you will spend at least a small amount of time attempting to make your work look "good", which can be a nebulous term depending on who's looking at it.

I'm not sure why you think I am being an asshole to that guy; giving him honest feedback on how to improve his work is an important step in the work-in-progress stage of any modeling attempt. If all he wants is encouragement, he might as well specify that so anyone who's interested in giving him feedback can know not to waste their time attempting it.

Like I said, please go troll somewhere else. You are not adding anything productive to this thread. White-knighting bad modeling will not make him improve. If you wish to keep posting, I recommend that you find some tutorials for him so that he can get something useful out of your posts, besides the feeling that he's not alone... Since nobody else is defending the work he posted.

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Subject: Re: The Third Tiberium War BETA  
Posted by [HaTe](#) on Fri, 01 Jul 2011 07:37:17 GMT  
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HAHAHA. You're too funny

I have a life outside of gaming btw... Renegade is the only video game i really play anymore tbh....Good for you being so passionate about what you love to do though! hahaha

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 08:45:32 GMT  
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someone should stop those, lol, pls. do not continue flaming about that. thanks.

this is TTW Topic not GMAX or RENX or 3DS Max

edit: tbh.. i don't really like this map texture of cliffs, looks so tiled and very ugly, lol, i still think on different solutions to make it looks better. i will use some alpha blends and other. 'thanks' for feedbacks, lol

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 20:13:25 GMT

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Main Menu WIP (NOT DONE!), still we working at it, the text on bottom will be replaced and the orca and the tib logo is animated, i hope you like the concept. (PS: DON'T FLAME ABOUT IT, like "HEY, I COULD DO BETTER" etc.. thanks.)

edit: see my last post with photo of menu or on moddb

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Subject: Re: The Third Tiberium War BETA  
Posted by [Aircraftkiller](#) on Fri, 01 Jul 2011 21:00:24 GMT

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Thanks for letting us know that you're not interested in improving your work. Any further comments I have will not be tailored toward helping you succeed.

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 21:04:34 GMT

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i try improve my work but without messages like "hey, i can do better then this" or other then that..

i wait feedback, but not comments like before.. and this is still a wip.

---

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 21:12:07 GMT

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here is the WIP 2, i moved everything to look better and removed some text. there are 2 objects who flies, a orca and a tiberium rock.

edit: some feedbacks about the color and background, idk what to do, to change it or not or what to change next..

edit2: wip 3 now (i didn't wanted to post again for same photo but only text color changed)

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Subject: Re: The Third Tiberium War BETA  
Posted by [Tupolev TU-95 Bear](#) on Fri, 01 Jul 2011 22:47:01 GMT

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The background would of been better if you added lightning, ya know like in tiberium wars where the intel tells you about the red zone and displays lightning.

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Fri, 01 Jul 2011 22:50:01 GMT  
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---

i will try lighting and more animations

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Subject: Re: The Third Tiberium War BETA  
Posted by [sla.ro\(master\)](#) on Sun, 03 Jul 2011 14:50:24 GMT  
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new map: TTW\_Enterway\_DM (will be and AOW version with just barracks and some small defences)

here

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