Subject: C&C Tiberium Crystal War upcoming DEMO

Posted by zunnie on Wed, 14 Sep 2011 01:24:45 GMT

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DOWNLOAD 1) 100 MBIT UNITED STATES:
http://www.moddb.com/mods/tcw/downloads/cc...war-online-demo
DOWNLOAD 2) 100 MBIT GERMANY: http://i7.zunnie.net/tcwdemo/TCW_DEMO.zip
DOWNLOAD 3) 100 MBIT NETHERLANDS:
http://dev.mp-gaming.com/downloads/TCW_DEMO.zip
Forums: http://forums.mp-gaming.com/forum-854.html
ModDB: http://www.moddb.com/mods/tcw/
Homepage: http://dev.mp-gaming.com/tcw/
IRC: irc.mp-gaming.com #MP-TCW

The demo is obviously not the final product, not even a full alpha version.
We did setup most characters and vehicles based on C&C 3 Tiberium Wars and this
requires some full scale testing and hence we decided to release an ONLINE DEMO.

The online demo includes a dozen GDI Vehicles from CNC3, The Raider Buggy from CNC3
for Nod.
The Buildings currently ingame are the GDI Barracks, GDI War Factory, GDI Power Plant,
GDI Refinery, Nod Hand of Nod, Nod War Factory, Nod Power Plant, Nod Refinery and of
course the Tiberium Spike which can actually be captured for money flow.

Furthermore there is a Commando, Zonetrooper and Saboteur character ingame. The others
are still in development. We are using the Renegade models in the DEMO mostly.
Have no fear: They will appear... as soon as possible.

This DEMO will NOT BE UPDATED in the future, it is a demo and the next release will
have a heap shitload of content more than the demo has. Maybe even a full alpha version.

HOW TO INSTALL?
Open the TCW_DEMO.rar with for example Winrar and extract the folder called
Tiberium Crystal War DEMO anywhere on your harddrive.

HOW TO PLAY ONLINE?
Open the program TCW_IP.exe and enter the path to your Tiberium Crystal War DEMO's
game.exe location. Enter the following details for the server to connect to:
IP=109.230.246.231
Port=7788
Name=MP-TCW

The server is running 24/7 and can handle 50 players. The IRC Channel can be found
on irc.mp-gaming.com #mp-tcw where you can !msg and !gi etc.

WHAT NOT TO DO?
DO NOT install into your existing Renegade installation.

Feel free to register on http://www.mp-gaming.com and participate on the forums specifically for Tiberium Crystal War

Have fun,

Greetz the Tiberium Crystal War developers
http://dev.mp-gaming.com/tcw/devs.php

Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by NACHO-ARG on Wed, 14 Sep 2011 03:23:30 GMT
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i think it will be good in order to keep the ppl interested, cant wait to play on spyke war lol it look pretty cool imo.

Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by zunnie on Wed, 14 Sep 2011 04:09:31 GMT
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Thanks, mauler and i did quite some work on Spikewar.
Its a fun small map with Spikes only No refineries.

And yea, we thought it would be fun to release somewhat of a
teaser of what is to come.

Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by zunnie on Wed, 14 Sep 2011 08:43:15 GMT
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- Added dozens emitters and explosions made by community developer GuNsHiP_MK_II
- Engineers and Saboteurs now have a repairgun with 5 'bullets' which repair a building in steps of 400 damage points. When all 5 bullets have been used you must buy a new engineer

or saboteur to repair again.
- There is now a switch present in the Barracks and Hand of Nod where you can "buy" a free engineer or saboteur but only if there is not one already and if the building is alive.

- GDI Armory and Nod Shrine are linked in with the Refill Button on the Purchase Terminal. If this support building is destroyed you can no longer use the Refill Button.
- GDI Pitbull start/idle/stop sound updated with new ones matching CNC3
- GDI APC start/idle/stop sound updated with new ones matching CNC3
- GDI Harvester start/idle/stop sound updated with new ones matching CNC3
- GDI Orca start/idle/stop sound updated with new ones matching CNC3
- GDI Predator start/idle/stop sound updated with new ones matching CNC3
- Nod Flame Tank fire visuals updated
- Nod Flame Tank start/idle/stop sound updated with new ones matching CNC3
- Nod Harvester start/idle/stop sound updated with new ones matching CNC3
- Nod Raider Buggy start/idle/stop sound updated with new ones matching CNC3
- Nod Scorpion start/idle/stop sound updated with new ones matching CNC3
- Nod Stealth Tank start/stop sound updated with new ones matching CNC3
- Chemsprayer weapon updated with new emitters and sounds
- Flamethrower weapon updated with new emitters and sounds
- GDI Zonetrooper character model updated with a nice one
- GDI Zonetrooper weapon fire sound updated matching CNC3
- Nod Militant Squad rifle sounds updated matching CNC3
- Pistol fire sound updated, no longer silenced
- GDI Pitbull rocket fire sound updated matching CNC3
- Purchase Terminals icons for refilling custom made displaying the Armory and Shrine
- Two Palm trees for decoration were added to the game
- Blue Tiberium Crystal prop for decorating the Tiberium field was added to the game
- New small map called TCW_Gobi added based on work from Aircraftkiller
- New medium map called TCW_Snow added based on work from dtrngd
- Updated map TCW_Spikewar with new visuals, nice map
- Updated map TCW_The_Moon with low gravity and blue tiberium meteors
- GDI Power Plant is now ingame providing power to the GDI Base
- Nod Power Plant is now ingame providing power to the Nod Base
- Nod Harvesters now stealth properly even when they are empty
- GDI Pitbull stealth detection enhanced, now works on all stealthed units regardless of their team
- Nod Saboteur character added. Ownage.
- New HUD enabled, fixed the white stripe in center
- Various ammo and armor settings updated for better balance between units, buildings and vehicles
- Tiberium Spikes can now be captured in 20 seconds after entering the building
- Tiberium Spikes now play the 'entered captured building' sound from CNC3
- Tiberium Spikes play sounds when they are captured "Building Captured" or "Our Building has been Captured" if it was yours and the enemy captured it.
- Tiberium Spikes are now vehicle blocked, you can no longer drive throught he center and run engineers over
- New Tiberium harvesting logic which allows for partial loaded harvesters to dump at the refinery. Green max: 1400, Blue max: 2800
- TT 4.0 Sidebar is now in use displaying the character and vehicle purchase options
- All characters spawn with a knife, stab stab stab
- Purchase Terminal tiles properly light up or down depending on the building status
- GDI AI Harvesters now dump into the refinery bay
- GDI Harvester suspension adjusted so they are less 'sticky'

- Predator threads now move
- Mammoth Tank threads now move
- Whatever else i forgot to mention

Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by zunnie on Wed, 14 Sep 2011 20:46:44 GMT
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We managed to get the Armory and Shrine ingame now just before the Demo

When the Armory or Shrine is destroyed you can no longer use the refill button on Purchase Terminals.

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Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by Intradox on Thu, 15 Sep 2011 20:51:01 GMT
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Looking pretty awesome zunnie.

Now it looks like the textures on the vehicles have been stretched for the vehicles's size, are you going to enhance the quality eventually or just leave it? No disrespect just curious

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Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by zunnie on Thu, 15 Sep 2011 23:49:12 GMT
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We'll make new textures sooner or later, but they will not be in the demo saturday though.

Subject: Re: C&C Tiberium Crystal War upcoming DEMO
Posted by Intradox on Fri, 16 Sep 2011 00:03:02 GMT
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Oh I was just wondering. That's fine, your making tremendous progress already

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