
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 gotta 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
