Update 1.33 is now available through the launcher @ about 45MB

Tiberium Crystal War Beta v1.33

02/15/2012 10:40PM

Added a bunch more trees on Snow map
Created new ammotype for Laser Turrets that does far less damage to infantry
Added Guardian Cannons and Laser Turrets to the map Snow for testing
Updated unit purchase sounds for rifle squad, sniper, zonetrooper, black hand flame, nod
commando, shadow
Added under attack sound for Nod War Factory
Added destroyed sound for Nod War Factory
Changed Nod Weapons Factory name to Nod War Factory
Added under attack sound for Nod Tiberium Silo
Added detroyed sound for Nod Tiberium Silo
Added under attack sound for GDI Tiberium Silo
Added destroyed sound for GDI Tiberium Silo
Added destroyed sound for GDI Command Post
Added destroyed sound for GDI Armory (GDI only)
Added under attack sound for GDI Armory (GDI only)
New start/stop/idle sound for GDI Chinook/Ox Transport
Added new bunkers to Tropical and fixed some collisions on rocks
Added new bunkers to Dominatrix map
Added new bunkers to Center Point map
Removed Tiberium Silo's on TCW_Snow map
Fixed a bug in tcw_Base_Defense script used on Cruising Samsites
Dominatrix is now a night-map making the Control Point lights look splendid
New Fixed Launcher should solve problems on XP systems
New Tiberium Spike and Harvesting Code
Updated map Dominatrix with trees
Fixed under attack message for GDI Tiberium Silo's
Renamed the "Godmode" character to Chuck Norris
Renamed Chuck Norris to Justin Bieber
New domination map TCW_Nodewar based on Spikewar with 5 Control Points
Added new texture for Battle Engineer Helmet (Coop maps only)
Added new texture for the GDI Engineer
Fixed Coop Nod Commando to use the new model
Fixed Coop Rocket Soldiers to use the new model
Made Stealth Tank a little slower
Made Scorpion Tank a little slower
Made Flame Tank a little slower