
Subject: C&C Tiberium Crystal War - Demo Building Preset

Posted by [Mauler](#) on Sat, 17 Sep 2011 17:38:33 GMT

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Quote:These are all the building sources for making your maps with buildings by Mauler from the TCW Team

The sources included are for use in 3DS Max 8.

Simply "merge" a building into your Scene to add it or use the provided PRESETS and build around it.

If you want to make a LOW GRAVITY map like TCW_The_Moon you should use the LOWGRAV buildings included as they contain various fixes for LOWGRAV handling.

To have the textures showup in 3DS Max 8 you must extract all TGA textures from 'Demo Building Structures' folder and direct your path to the location of the extracted folder.

100Mbit Mirrors

United States #1: Download

United States #2: Download

Germany: Download

Netherlands: Download

If you have problems or questions feel free to

- Post on the forums: Forums: <http://forums.mp-gaming.com/forum-854.html>

- Come on IRC: <irc.mp-gaming.com> #mp-tcw

Website: <http://dev.mp-gaming.com/tcw/>

ModDB: <http://www.moddb.com/mods/tcw/>

//MP TCW Dev Team

Subject: Re: C&C Tiberium Crystal War - Demo Building Preset

Posted by [Intradox](#) on Sun, 18 Sep 2011 19:08:07 GMT

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I'd love to make maps for this mod, problem is the w3d plugin for 3ds max doesn't work for my version of it.
