
Subject: Tiberium Crystal War Beta 1.30

Posted by [zunnie](#) on Wed, 01 Feb 2012 22:51:56 GMT

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Tiberium Crystal War Beta 1.30 Released (FREE TO PLAY)

Important: Uninstall any previous versions of TCW you may have, this is a full new release.

Official Website: <http://www.tiberiumcrystalwar.com>

DOWNLOAD MIRROR 1:

http://www.tiberiumcrystalwar.com/downloads/beta/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe

DOWNLOAD MIRROR 2:

http://www.zunnie.net/tcw/beta/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe

DOWNLOAD MIRROR 3:

http://213.206.228.133/~zunnie/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe

DOWNLOAD MIRROR 4:

<http://www.indiedb.com/games/tcw-w3d/downloads/tiberium-crystal-war-beta-130>

DOWNLOAD MIRROR 5:

<http://www.multiplayerforums.com/downloads/index.php?act=view&id=314>

Please NOTE that the installer might appear to be "non responsive" when installing, just leave it running, it is actually busy extracting the files.

Please NOTE that the Launcher MUST run in ADMINISTRATOR mode.

Please NOTE that when you run the GAME for the FIRST time it may take a long time for it to load up, just be patient

Some Images:

Some videos:

Nuclear Missile Launch Sequence:

<http://www.indiedb.com/games/tcw-w3d/videos/nuclear-missile-ready-and-launch-animations>

Ion Cannon Strike Sequence:

<http://www.indiedb.com/games/tcw-w3d/videos/ion-cannon-super-weapon-ingame>

Installation

Run the Tiberium_Crystal_War_Beta_v1.30.exe installation and follow the onscreen instructions.

NOTE: The installer may appear to be unresponsive, just give it a few minutes to complete installing.

VERY IMPORTANT:

You must install the VC Redist which starts when installing Tiberium Crystal War.

You must install the DirectX update which starts after the initial TCW installation completes.

Your pc (XP systems mostly) must have Microsoft .NET Framework installed or the Launcher will not work.

Download it here: <http://www.microsoft.com/download/en/details.aspx?id=17851>

Configuring Tiberium Crystal War Graphics and Sound

Please run the Configure Tiberium Crystal War shortcut in your Startmenu and configure your options as you see fit.

Note that if it is the first time you run the config it may not save your settings right away. Launch the game, then exit it, and run the config again. It will save the settings on exit.

Playing the Game Online

Simply run the Launcher in administrator mode, enter your nickname and then click "Launch Game" to join and fight for either GDI or Nod in our server

If there are any updates available you will be notified to download them.

Internet Relay Chat

IRC = [#MPF-TCW](http://irc.multiplayerforums.com)

Dont have IRC? <http://www.mirc.com> or <http://www.mibbit.com>

Changelist

--- Beta 1.30 Full Release Additions:

Always.dat now is the file containing some needed stuff like loadscreens to work and old renegade stuff that needs to be deleted sometime

Always2.dat now contains all up2date content for TCW specifics

Always3.dat will be used for small client updates in the future

Always.dbs contains the game translation file, presets and several configuration files which may be pushed as smaller client updates in the future

Fixed the map Walls up a bit. In last update it did not work after all, now it does. (forgot to lightsolve so textures on tibfield dont blend, will fix in next update)

--- Beta 1.24 Update Additions:

Commando's now play a sound when placing a C4

Temple of Nod fixed, when nuke is ready it no longer intersects the Nuke Buy PT

Nuke Ready animation fixed

Nuke Fire animation fixed

Temple of Nod no longer floats on The Moon map

Operations Centre no longer floats on The Moon map

Fixed spot where vehicles would get stuck all the time on Walls behind the Hand of Nod

Fixed wall without collisions on Walls

New vehicle spawn platforms on Center_Point

New vehicle spawn platforms on Dominatrix

Added Blue Tiberium Crystals in the tiberium fields on Dominatrix

Fixed Ion and Nuke damage to vehicles so they are blown up on impact

Fixed Ion and Nuke damage to support buildings such as the Armory and Shrine

Fixed Chuck Norris character on The Moon

--- Beta 1.23 Update Additions:

GDI Ion Cannon Control Center is now ingame - Charging time is 7 minutes

Nod Temple of Nod is now ingame - Charging time is 7 minutes

Map The Moon now has the Ion Cannon and Nuclear Missile superweapons available

Map Mediterranean now has the Ion Cannon and Nuclear Missile superweapons available

Map Temple now has the Ion Cannon and Nuclear Missile superweapons available

Nod Rifle Soldier does more damage to Pitbulls
Nod Spawncharacter Chuck Norris model replaced with a Militant from CnC3
New weapon reload sounds for Missile Soldier, Rifle Soldiers, Zonetrooper, Commando and Flamethrower
New taunts: xmas, bleed, afraid, king
Fixed teleporter pedestal textures on Mediterranean
--- Beta 1.22 Update Additions:
Fixed Militant Rifle Soldier PT icon on The_Moon
Fixed sound for purchasing a Flamerguy on The_Moon and lowgravity maps in general
Added sound when purchasing a Battle Engineer on Coop Maps
Added translation entry for the Battle Engineer used on Coop Maps
Spawncharacter Chuck Norris Timed C4 now damages buildings. For reference: It takes 7 Timed C4's to kill a War Factory
Commando's now have one 60 seconds Timed C4 which can kill one building
Fixed textures on SnowWarfare map
Fixed fog and lighting on the map Walls more resembling Mars
--- Beta 1.21 Update Additions:
Added the Nod Stealth Tank
Made scorpion do a little more damage to Pitbulls
Scorpions are now a little slower (about 5%)
Predators are now a little faster (about 5%)
Fixed textures in Hand of Nod
Fixed textures in Nod Weapons Factory
Fixed several texture errors in the Nod Power Plant
Fixed several texture errors on TCW_Temple
Added the new Commando for GDI
Now when either team's Powerplant is destroyed and the Commandpost or Oper.Centre were still alive, radar is turned off anyway because they lost power
When the Command Post or Operations Centre are destroyed a sound will now play indicating the radar went down
Fixed the map Center Point where the Nod Harvester would not spawn anymore, it does now
Removed the Deathmatch stuff from Cruising - You now spawn as Chuck Norris again
Fixed Chinook taillights
Fixed texture for tanktraps on TCW_Tropical
Added taunt "move" (18+ taunt)

Notes

You *must* let the installer run VCRedist and the DirectX Update at the end and install them or TCW may not work correctly.

You *must* install the .NET Framework 4.0 (download:

<http://www.microsoft.com/download/en/details.aspx?id=17851>)

You *must* run the TCW-Launcher in Administrator mode or updates will not function

Greetz TCW Dev Team

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [NACHO-ARG](#) on Thu, 02 Feb 2012 00:16:01 GMT

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nice man, you are making good progres, does that misil actually came out of that building when you set a beacon?

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [zunnie](#) on Thu, 02 Feb 2012 01:07:45 GMT

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Yep it does. Watch the video:

http://www.indiedb.com/games/tcw-w3d/videos/nuclear-missile-ready-and-launch-ani_mations

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [NACHO-ARG](#) on Thu, 02 Feb 2012 02:08:23 GMT

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awsome! it would be nice to see the missile take of a litle bit slower and see more smoke but otter than that looks very cool.

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [iRANian](#) on Thu, 02 Feb 2012 09:45:01 GMT

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That looks awesome.

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [Starbuzz](#) on Thu, 02 Feb 2012 14:37:25 GMT

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this is some amazing stuff! Love the enemy technology captures...

Subject: Re: Tiberium Crystal War Beta 1.30

Posted by [zunnie](#) on Mon, 06 Feb 2012 03:59:36 GMT

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UPDATE 1.31 RELEASED, DOWNLOAD WITH THE LAUNCHER THAT COMES WITH 1.30

Tiberium Crystal War Beta v1.31

02/06/2012 4:38AM

Nuclear Missile now has nicer smoke emitter when "Ready"
Nuclear Missile now takes off slower when fired
Command Post Radar Scan now plays the sound when initiated
Temple of Nod now plays sounds when attacked/destroyed
Ion Control Center now plays sounds when attacked/destroyed
Command Post now plays sounds when attacked/destroyed
Several new death sounds for infantry
New technology acquired sounds volume increased
New flamer fire sound
New Orca flying sound
New remote c4 sound
New timed c4 sound
New c4 plant sound
Technology stolen sounds amplified
New taunts added:
allday,better,bring,face,dollar,gg,guns,hell,imgood,kickass,mess,myway,nochance,
piss,rest,****,sit (thx MalarKeY007)
APC's and Chinooks now play a funny sound when they are full - all'aboard
Command Post now scans the map for stealth units and reveals them for two seconds every five
minutes
Dominatrix updated with new vehicle spawnpads
Center Point updated with new vehicle spawnpads
Walls lighting fixed
Fixed Vehicle Spawnpads collisions
Vehicle Spawnpads now give lights when neutral(blue), gdi(yellow) or nod(red)

Subject: Re: Tiberium Crystal War Beta 1.30
Posted by [Starbuzz](#) on Mon, 06 Feb 2012 23:55:01 GMT
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Do you have any plans to replace the weapon models and effects? Would feel complete imo.

Subject: Re: Tiberium Crystal War Beta 1.30
Posted by [Mauler](#) on Tue, 07 Feb 2012 00:02:55 GMT
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Starbuzz wrote on Mon, 06 February 2012 16:55Do you have any plans to replace the weapon
models and effects? Would feel complete imo.

Eventually they will be.

One of our 3D Artist is creating models for UDK. We can easily port them to TCW with a few

modifications.

Here is a sample of his work.
Nod Confessor Rifle

Subject: Re: Tiberium Crystal War Beta 1.30
Posted by [Starbuzz](#) on Tue, 07 Feb 2012 08:56:00 GMT
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very nice!

Subject: Re: Tiberium Crystal War Beta 1.30
Posted by [zunnie](#) on Thu, 16 Feb 2012 09:13:15 GMT
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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 destroyed 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
