
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)
