
Subject: Tiberium Crystal War Beta 1.40

Posted by [zunnie](#) on Fri, 30 Mar 2012 05:36:29 GMT

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Tiberium Crystal War Full Beta 1.40 Released (FREE TO PLAY)

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

IMPORTANT: Please UNINSTALL any previous versions of TCW before installing this one.

DOWNLOAD MIRROR 1: http://www.tiberiumc..._Beta_v1.40.exe

DOWNLOAD MIRROR 2: http://213.206.228.1..._Beta_v1.40.exe

DOWNLOAD MIRROR 3: http://www.game-maps..._Beta_v1.40.exe

DOWNLOAD MIRROR 4: http://www.zunnie.ne..._Beta_v1.40.exe

DOWNLOAD MIRROR 5: http://188.138.84.23..._Beta_v1.40.exe

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

VIDEO:

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

IMAGES:

<http://www.indiedb.com/games/tcw-w3d/images/gdi-arms-and-wrists>

<http://www.indiedb.com/games/tcw-w3d/images/new-vehicle-spawn-pads>

Installation

Run the Tiberium_Crystal_War_Beta_v1.40.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...s.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 1.40 Full Release Additions:

Re-Arranged the Always* files so they are smaller

--- Beta 1.34 Update Additions:

New updated TCW-Launcher with some minor fixes

Added sounds for Nod Laser Turret

Added sounds for GDI Guardian Cannon

Rebalanced Laser Turrets and Guardian Cannons on Snow map

--- Beta 1.33 Update Additions:

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

--- Beta 1.32 Update Additions:

Music on Tropical changed to Frank Klepacki - Just Do It Up

Added a new vehicle for special use under

Object->Vehicle->TCW_Neutral->TCW_Dummy_Vehicle

Attack Bike slowed down by 25% so it is no longer impossible to chase them

Control Points now return to Neutral when destroyed showing off the Neutral animation

New Control Point animating model for Center_Point and Dominatrix map and domination type maps in general

--- Beta 1.31 Update Additions:

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, shit, 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)

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...s.aspx?id=17851>)

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

Greetz TCW Dev Team
