
Subject: Recommend a Forum for Tiberium Wars Mapping
Posted by [Chuck Norris](#) on Mon, 07 Apr 2008 19:11:18 GMT

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I'm still relatively new at Tiberium Wars, and I downloaded the World Builder and starting mucking around. I've made two maps (Desert Storm and it's sequel) and want to know if anyone knows of any forums I could go to to get help making the map better and fixing issues with it. I'm satisfied with how it's coming along so far and would say they maps are mostly done, but there's alot of things to tweak, work on, and even completely overhaul as I know I need more feedback before calling it a success. I tried a 1v1 on the second version of the map (the second one is a 2v2 map) against a hard computer opponent and there was behavior I want to correct, and the difficulty seemed more like medium, or at best, between medium and hard (although funnily enough, they did manage to engi capture my con-yard becuase I was paying attention to testing more than playing). Before anyone says commandconquer.com, no, I'm looking for more specialty forums and ones where everyong isn't yelling "fix this, change that, buff this, nerf that, noob, etc."

Subject: Re: Recommend a Forum for Tiberium Wars Mapping
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Apr 2008 22:34:08 GMT

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Well this is the Renegade forums. I'd suspect that if you wanted a forum for Tiberium Wars, there are plenty of them out there..

Subject: Re: Recommend a Forum for Tiberium Wars Mapping
Posted by [mr£ÄŞÄ-z](#) on Mon, 07 Apr 2008 22:44:42 GMT

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Tiberium Wars is just boring, its a to "slow Game/Engine". RA 1 is still the best, its a fast Game and thats making the Game Perfect!

Subject: Re: Recommend a Forum for Tiberium Wars Mapping
Posted by [Slave](#) on Mon, 07 Apr 2008 22:55:52 GMT

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Nice derail of the topic.

I'd love to prove you wrong, and promote SupCom in the progress, but I cannot be arsed to do so.

Give the man his topic back, kind sir.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping
Posted by [Lone0001](#) on Mon, 07 Apr 2008 22:56:23 GMT

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I thought RA2/YR were pretty fast especially with the maps that had "Fast Build".

PS. Sorry to go off topic.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping

Posted by [Berkut](#) on Mon, 07 Apr 2008 23:10:42 GMT

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In a very inconsistent vein, I will answer your question.

Here is the official Tiberium Wars forum, and a few fansites as listed by EA.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping

Posted by [R315r4z0r](#) on Tue, 08 Apr 2008 03:18:34 GMT

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Madrockz wrote on Mon, 07 April 2008 18:44Tiberium Wars is just boring, its a to "slow Game/Engine".

..?

If you think Tiberium Wars is "too slow a game" then I recommend you actually go and try it first before you comment on it. TW is like 3x faster than RA2, which was an insanely fast paced game.

I've been complaining about how the game is too fast to be fun on their official forums with other people since its release. Don't go telling me it is slow, when you obviously are completely oblivious.

Also, Renegade forums, not Tiberium Wars forums. If this where a C&C forum, then I would understand, but this is just for Renegade.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping

Posted by [IronWarrior](#) on Tue, 08 Apr 2008 06:48:55 GMT

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MP-Gaming has a forum for CNC3, a few of our members have done mapping and could help you out, Oxi and Dudley are two that come to mind.

For map hosting, Game-Maps.NET can provide that.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping

Posted by [Lone0001](#) on Tue, 08 Apr 2008 16:09:30 GMT

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R315r4z0r wrote on Mon, 07 April 2008 23:18Madrockz wrote on Mon, 07 April 2008 18:44Tiberium Wars is just boring, its a to "slow Game/Engine".

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I don't think anyone can argue that Tib Sun is not faster than both really.

Subject: Re: Recommend a Forum for Tiberium Wars Mapping

Posted by [Chuck Norris](#) on Tue, 08 Apr 2008 18:42:57 GMT

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I know this is a Renegade forum and not a Tiberium Wars forum, but notice I DID ask for another forum of where to ask this instead of directly asking it here.

Whether or not the game is good/bad/better or worse than others/too fast or slow is irrelevant to this.

@Berkut

The official forums I'm going to pass on, but I'll look into the rest.

@IronWarrior

Are you talking about this?

<http://www.multiplayerforums.com/index.php?showforum=123>

That's exactly what I meant. I'll look into it.

If anyone knows of anymore, do post them.
