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Subject: TCW Centre for Tiberium Crystal War  
Posted by [zunnie](#) on Tue, 27 Sep 2011 03:57:48 GMT  
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<http://www.moddb.com/mods/tcw/>  
This map is 'somewhat' resembling a hourglass.  
There is a infantry only tunnel behind the tiberium fields.  
Two capturable tiberium spikes at the top of the hill  
Lots of trees, bushes and rocks for cover  
Small sized map great for rushes

Toggle Spoiler

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [Aircraftkiller](#) on Tue, 27 Sep 2011 04:41:30 GMT  
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Really needs some work put into it. Feels basic and incomplete. If you're basing this off CC3, why aren't you using the same texture style and the same type of environments? You could really push this a lot farther if you put some development time into these terrains you're showing.

I really don't get the CC3 feel from any of the work your team is doing. The only thing that makes it feel like CC3 is the models and textures you ripped from the game. Otherwise it feels like a run-of-the-mill Renegade mod that needs constructive criticism on their level design and environmental art.

If you're willing to listen, I will explain everything that is wrong and help you perfect it.

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [zunnie](#) on Tue, 27 Sep 2011 04:46:25 GMT  
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Hm i dont think it is too bad, sure i aint no pro mapper but this is pretty nice i think.  
At least it plays nice.

But i am always open for suggestions so lets hear/see it

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [sla.ro\(master\)](#) on Tue, 27 Sep 2011 06:25:14 GMT  
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I'm gonna work on TTW again, because your spamming too much with this thing (i can't call it here like is because this message will get removed, u know..)

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [Mauler](#) on Tue, 27 Sep 2011 14:01:44 GMT  
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U mad bro?

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [Reaver11](#) on Wed, 28 Sep 2011 17:48:51 GMT  
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I see alot of WIP maps and with most I don't get a feeling they are a WIP at all.

If you would like me to give you feedback I would rather talk to you personally on IRc.  
If you want I will try to find you lateron today.

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Subject: Re: TCW Centre for Tiberium Crystal War  
Posted by [Intradox](#) on Wed, 28 Sep 2011 20:14:42 GMT  
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I think it looks nice.

It does need improvement, but not everyone can spend 4 months working on every single map they make. At least when they have other things to work on.

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