
Subject: Re: C&C Tiberium Crystal War upcoming DEMO

Posted by [zunnie](#) on Wed, 14 Sep 2011 08:43:15 GMT

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- Added dozens emitters and explosions made by community developer GuNshIP_MK_II
- Engineers and Saboteurs now have a repairgun with 5 'bullets' which repair a building in steps of 400 damage points. When all 5 bullets have been used you must buy a new engineer

or saboteur to repair again.

- There is now a switch present in the Barracks and Hand of Nod where you can "buy" a free engineer or saboteur but only if there is not one already and if the building is alive.
- GDI Armory and Nod Shrine are linked in with the Refill Button on the Purchase Terminal. If this support building is destroyed you can no longer use the Refill Button.
- GDI Pitbull start/idle/stop sound updated with new ones matching CNC3
- GDI APC start/idle/stop sound updated with new ones matching CNC3
- GDI Harvester start/idle/stop sound updated with new ones matching CNC3
- GDI Orca start/idle/stop sound updated with new ones matching CNC3
- GDI Predator start/idle/stop sound updated with new ones matching CNC3
- Nod Flame Tank fire visuals updated
- Nod Flame Tank start/idle/stop sound updated with new ones matching CNC3
- Nod Harvester start/idle/stop sound updated with new ones matching CNC3
- Nod Raider Buggy start/idle/stop sound updated with new ones matching CNC3
- Nod Scorpion start/idle/stop sound updated with new ones matching CNC3
- Nod Stealth Tank start/stop sound updated with new ones matching CNC3
- Chemsprayer weapon updated with new emitters and sounds
- Flamethrower weapon updated with new emitters and sounds
- GDI Zonetrooper character model updated with a nice one
- GDI Zonetrooper weapon fire sound updated matching CNC3
- Nod Militant Squad rifle sounds updated matching CNC3
- Pistol fire sound updated, no longer silenced
- GDI Pitbull rocket fire sound updated matching CNC3
- Purchase Terminals icons for refilling custom made displaying the Armory and Shrine
- Two Palm trees for decoration were added to the game
- Blue Tiberium Crystal prop for decorating the Tiberium field was added to the game
- New small map called TCW_Gobi added based on work from Aircraftkiller
- New medium map called TCW_Snow added based on work from dtrngd
- Updated map TCW_Spikewar with new visuals, nice map
- Updated map TCW_The_Moon with low gravity and blue tiberium meteors
- GDI Power Plant is now ingame providing power to the GDI Base
- Nod Power Plant is now ingame providing power to the Nod Base
- Nod Harvesters now stealth properly even when they are empty
- GDI Pitbull stealth detection enhanced, now works on all stealthed units regardless of their team
- Nod Saboteur character added. Ownage.
- New HUD enabled, fixed the white stripe in center
- Various ammo and armor settings updated for better balance between units, buildings and vehicles
- Tiberium Spikes can now be captured in 20 seconds after entering the building
- Tiberium Spikes now play the 'entered captured building' sound from CNC3

- Tiberium Spikes play sounds when they are captured "Building Captured" or "Our Building has been Captured" if it was yours and the enemy captured it.
 - Tiberium Spikes are now vehicle blocked, you can no longer drive through the center and run engineers over
 - New Tiberium harvesting logic which allows for partial loaded harvesters to dump at the refinery.
Green max: 1400, Blue max: 2800
 - TT 4.0 Sidebar is now in use displaying the character and vehicle purchase options
 - All characters spawn with a knife, stab stab stab
 - Purchase Terminal tiles properly light up or down depending on the building status
 - GDI AI Harvesters now dump into the refinery bay
 - GDI Harvester suspension adjusted so they are less 'sticky'
 - Predator threads now move
 - Mammoth Tank threads now move
 - Whatever else I forgot to mention
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