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Subject: Tiberium Crystal War Beta 1.30

Posted by [zunnie](#) on Wed, 01 Feb 2012 22:51:56 GMT

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Tiberium Crystal War Beta 1.30 Released (FREE TO PLAY)

Important: Uninstall any previous versions of TCW you may have, this is a full new release.

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

DOWNLOAD MIRROR 1:

[http://www.tiberiumcrystalwar.com/downloads/beta/Tiberium\\_Crystal\\_War\\_Beta\\_v1.30\\_Fixed.exe](http://www.tiberiumcrystalwar.com/downloads/beta/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe)

DOWNLOAD MIRROR 2:

[http://www.zunnie.net/tcw/beta/Tiberium\\_Crystal\\_War\\_Beta\\_v1.30\\_Fixed.exe](http://www.zunnie.net/tcw/beta/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe)

DOWNLOAD MIRROR 3:

[http://213.206.228.133/~zunnie/Tiberium\\_Crystal\\_War\\_Beta\\_v1.30\\_Fixed.exe](http://213.206.228.133/~zunnie/Tiberium_Crystal_War_Beta_v1.30_Fixed.exe)

DOWNLOAD MIRROR 4:

<http://www.indiedb.com/games/tcw-w3d/downloads/tiberium-crystal-war-beta-130>

DOWNLOAD MIRROR 5:

<http://www.multiplayerforums.com/downloads/index.php?act=view&id=314>

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 the Launcher MUST run in ADMINISTRATOR mode.

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

Some Images:

Some videos:

Nuclear Missile Launch Sequence:

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

Ion Cannon Strike Sequence:

<http://www.indiedb.com/games/tcw-w3d/videos/ion-cannon-super-weapon-ingame>

Installation

Run the Tiberium\_Crystal\_War\_Beta\_v1.30.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.com/download/en/details.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 1.30 Full Release Additions:

Always.dat now is the file containing some needed stuff like loadscreens to work and old renegade stuff that needs to be deleted sometime

Always2.dat now contains all up2date content for TCW specifics

Always3.dat will be used for small client updates in the future

Always.dbs contains the game translation file, presets and several configuration files which may be pushed as smaller client updates in the future

Fixed the map Walls up a bit. In last update it did not work after all, now it does. (forgot to lightsolve so textures on tibfield dont blend, will fix in next update)

--- Beta 1.24 Update Additions:

Commando's now play a sound when placing a C4

Temple of Nod fixed, when nuke is ready it no longer intersects the Nuke Buy PT

Nuke Ready animation fixed

Nuke Fire animation fixed

Temple of Nod no longer floats on The Moon map

Operations Centre no longer floats on The Moon map

Fixed spot where vehicles would get stuck all the time on Walls behind the Hand of Nod

Fixed wall without collisions on Walls

New vehicle spawn platforms on Center\_Point

New vehicle spawn platforms on Dominatrix

Added Blue Tiberium Crystals in the tiberium fields on Dominatrix

Fixed Ion and Nuke damage to vehicles so they are blown up on impact

Fixed Ion and Nuke damage to support buildings such as the Armory and Shrine

Fixed Chuck Norris character on The Moon

--- Beta 1.23 Update Additions:

GDI Ion Cannon Control Center is now ingame - Charging time is 7 minutes

Nod Temple of Nod is now ingame - Charging time is 7 minutes

Map The Moon now has the Ion Cannon and Nuclear Missile superweapons available

Map Mediterranean now has the Ion Cannon and Nuclear Missile superweapons available

Map Temple now has the Ion Cannon and Nuclear Missile superweapons available

Nod Rifle Soldier does more damage to Pitbulls  
Nod Spawncharacter Chuck Norris model replaced with a Militant from CnC3  
New weapon reload sounds for Missile Soldier, Rifle Soldiers, Zonetrooper, Commando and Flamethrower  
New taunts: xmas, bleed, afraid, king  
Fixed teleporter pedestal textures on Mediterranean  
--- Beta 1.22 Update Additions:  
Fixed Militant Rifle Soldier PT icon on The\_Moon  
Fixed sound for purchasing a Flamerguy on The\_Moon and lowgravity maps in general  
Added sound when purchasing a Battle Engineer on Coop Maps  
Added translation entry for the Battle Engineer used on Coop Maps  
Spawncharacter Chuck Norris Timed C4 now damages buildings. For reference: It takes 7 Timed C4's to kill a War Factory  
Commando's now have one 60 seconds Timed C4 which can kill one building  
Fixed textures on SnowWarfare map  
Fixed fog and lighting on the map Walls more resembling Mars  
--- Beta 1.21 Update Additions:  
Added the Nod Stealth Tank  
Made scorpion do a little more damage to Pitbulls  
Scorpions are now a little slower (about 5%)  
Predators are now a little faster (about 5%)  
Fixed textures in Hand of Nod  
Fixed textures in Nod Weapons Factory  
Fixed several texture errors in the Nod Power Plant  
Fixed several texture errors on TCW\_Temple  
Added the new Commando for GDI  
Now when either team's Powerplant is destroyed and the Commandpost or Oper.Centre were still alive, radar is turned off anyway because they lost power  
When the Command Post or Operations Centre are destroyed a sound will now play indicating the radar went down  
Fixed the map Center Point where the Nod Harvester would not spawn anymore, it does now  
Removed the Deathmatch stuff from Cruising - You now spawn as Chuck Norris again  
Fixed Chinook taillights  
Fixed texture for tanktraps on TCW\_Tropical  
Added taunt "move" (18+ taunt)

#### 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.com/download/en/details.aspx?id=17851> )

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

Greetz TCW Dev Team

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