
Subject: The Third Tiberium War

Posted by [sla.ro\(master\)](#) on Mon, 23 May 2011 17:29:42 GMT

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The Third Tiberium War is a total conversion mod of C&C Renegade, it brings C&C 3 TW & KW to FPS perspective with a lot of stuff. We need a team for it to done it more quickly and high quality content.

there's our moddb page, check it out <http://www.moddb.com/mods/the-third-tiberium-war>

if you want to apply, please join our irc channel at [#ttw](irc://irc.vx-gaming.net) and tell me what u can do and i add you on team.

Thanks.

EDIT: you can apply here, post here

Subject: Re: The Third Tiberium War

Posted by [kamuixmod](#) on Mon, 23 May 2011 19:46:11 GMT

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lol seems like u folloewd my help . btw. i thought that it would be on new engine? will it be? because would be better for more detailed vehicles and buildings to bring the cnc3 effect.

Subject: Re: The Third Tiberium War

Posted by [kamuixmod](#) on Mon, 23 May 2011 19:47:33 GMT

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sry. double post. I might find a way for you guys to get Permission from EA. But that for you have to have something to Show off.

Subject: Re: The Third Tiberium War

Posted by [sla.ro\(master\)](#) on Mon, 23 May 2011 20:22:45 GMT

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thanks, i will try put more stuff on Moddb

Subject: Re: The Third Tiberium War

Posted by [robbyke](#) on Mon, 23 May 2011 20:58:28 GMT

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Ive always hoped this one would come i wished i could help but i kinda suck and am totally out of

time lately

Subject: Re: The Third Tiberium War
Posted by [Omar007](#) on Mon, 23 May 2011 21:02:10 GMT
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NoSoldier on ModDB You mean this one, right?

<http://www.moddb.com/games/tiberium-redux/>

It isnt really dead... But it isnt really alive, too.^^

Me in reply on ModDB

It's still alive.

Backdoors we are working on some secret stuff ^^

All I can say is that it'll be a leap to more awesomeness

Maybe it's an idea to inform an existing project (in this case us) what's going on instead of starting a new project.

Subject: Re: The Third Tiberium War
Posted by [iRANian](#) on Mon, 23 May 2011 23:05:42 GMT
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I'd prefer to see this as a mod map (with an official server) for Renegade instead of a separate mod, I'd reckon you get more players once tt patch is out

Subject: Re: The Third Tiberium War
Posted by [Reaver11](#) on Tue, 24 May 2011 06:27:29 GMT
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CnC3 to FPS is a nice idea.

I do know someone tried to get a mod for it going on ut3 but I forgot who was making it.
Try to see if you could find him/that mod on moddb.

I would suggest trying to see if it is a valid option to make this idea on a different engine.
Since I'm unsure if you could catch the feeling of a tiberium infested world in Renegade. (Ren's lightsystem is currently very limited)

If not I did say go for the modded map idea that iRANian proposed.
For the rest cool idea and who knows we might be playing it in the future.

Subject: Re: The Third Tiberium War
Posted by [reborn](#) on Tue, 24 May 2011 06:47:30 GMT
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Iranian's idea of a map is a good idea.

Subject: Re: The Third Tiberium War
Posted by [sla.ro\(master\)](#) on Tue, 24 May 2011 11:28:55 GMT
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we want something like scud storm, reborn and apb.

Subject: Re: The Third Tiberium War
Posted by [Generalcamo](#) on Fri, 27 May 2011 00:34:38 GMT
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Realize that there is already a project (IN THE SAME TEAM AS SCUD STORM) ongoing.

Subject: Re: The Third Tiberium War
Posted by [Omar007](#) on Fri, 27 May 2011 08:20:13 GMT
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Generalcamo wrote on Fri, 27 May 2011 02:34Realize that there is already a project (IN THE SAME TEAM AS SCUD STORM) ongoing.
That's what I tried to tell him in my above post

Subject: Re: The Third Tiberium War
Posted by [sla.ro\(master\)](#) on Fri, 27 May 2011 14:25:03 GMT
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my idea is different, isn't 100% CNC 3, is Renegade in CNC 3 style and some elements.

Subject: Re: The Third Tiberium War
Posted by [LR01](#) on Mon, 30 May 2011 20:50:06 GMT
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sla.ro(master) wrote on Fri, 27 May 2011 16:25my idea is different, isn't 100% CNC 3, is Renegade in CNC 3 style and some elements.

But it's nearly the same anyway, why not taking a entirely different direction? It will be fighting over the same piece of cheese, then taking also in mind that cheese isn't very big...

Subject: Re: The Third Tiberium War
Posted by [Generalcamo](#) on Mon, 30 May 2011 23:19:07 GMT
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It would be better to make a .pkg mod of the other mod, since you would not need all new models.

Subject: Re: The Third Tiberium War
Posted by [kamuixmod](#) on Tue, 31 May 2011 00:48:52 GMT
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hell no.. then u have another 2gb .pkg mod just as rp2 which freezes u for 5 min on wol.... let the better one win and even zunny supports them and they make daily progress and its official which i cant see by yours generaleo

Subject: Re: The Third Tiberium War
Posted by [Gohax](#) on Wed, 01 Jun 2011 04:27:48 GMT
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Btw, if you want, I could make you guys a better logo/banner. I'd have to get back into photoshop'ing, but I'm sure I could whip up something good.

Subject: Re: The Third Tiberium War
Posted by [zunnie](#) on Wed, 01 Jun 2011 06:14:04 GMT
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Come join on [#ttw](http://irc.mp-gaming.com) sometime

Subject: Re: The Third Tiberium War
Posted by [sla.ro\(master\)](#) on Wed, 01 Jun 2011 16:56:20 GMT
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i think the current logo on moddb doesn't need any improvements (ps: is made by me, lol)

Subject: Re: The Third Tiberium War
Posted by [zunnie](#) on Thu, 02 Jun 2011 18:24:01 GMT

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Terrain by dtrgnd and me

Subject: Re: The Third Tiberium War
Posted by [zunnie](#) on Thu, 02 Jun 2011 19:39:10 GMT
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Subject: Re: The Third Tiberium War
Posted by [sla.ro\(master\)](#) on Tue, 14 Jun 2011 12:56:18 GMT
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we are currently needing helping on development.

we are looking for 3D Modelers, Skinner, Testers, Mappers. to be on our team, pm me here (on renegadeforums)

EDIT: we got the permision from EA Games, mod is now standalone, a very first beta is out only for testing here (contains an auto-updater who will keep clients up to date, extract it anywhere and open ttw.exe, you can see sla company ttw test server [.. can be off, we are finding a hoster] - thanks)

EDIT2: download it from moddb
