



Command & Conquer 3 : Tiberium Wars Enhanced

A modification for Command and Conquer 3 : Tiberium Wars

Release Date: 25th of February 2008

Version: 1.0 **Author:** ZoneTrooperEx

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Help Documentation

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Welcome

Thanks for downloading Command & Conquer 3 : Tiberium Wars Enhanced (**CNC3:TWE**) version 1.0. Please consider the environment before printing this manual.

CNC3:TWE is a **modification** for the PC game **CNC3:TW**.

Please check that you meet the below system requirements before installing this software.

The screenshots in this manual have been taken in **Windows Vista Business N**. They may appear to be different if you are using **Windows XP**.

System Requirements

CNC3:TWE has the following system requirements to install and run:

- PC meets the system requirements for **Command and Conquer 3 : Tiberium Wars**
 - Visit : http://www.commandandconquer.com/game_details/faqs/default.aspx#faq3
- Command and Conquer 3: Tiberium Wars (English **Kane** or **Standard** Edition) installed and patched to version 1.09
 - Visit : <http://www.commandandconquer.com/community/patches/default.aspx>
- Windows Windows Installer 2.0 or higher installed (3.1 for **Windows XP** and 4.0 for **Windows Vista** recommended)
 - Visit : <http://www.microsoft.com/downloads/details.aspx?familyid=889482FC-5F56-4A38-B838-DE776FD4138C&displaylang=en>
- Logged in an **Administrator** Windows Account
- User Access Control (**UAC**) **disabled** (Windows Vista only)
- *At least* 100MB uncompressed hard disk **free space**
- Using a **32-bit** version of Windows (Support for **64-bit** maybe added in the future)

Features

The enhancement pack includes:

- Robust **InstallShield installer** – Easy step-by-step installer with system information and testing of configuration
- An Enhanced **Singleplayer Campaign** – All campaign levels with texture fixes, balancing and increase of difficulty
- **42** quality multiplayer/skirmish maps – Maps have improved AI, texturing and balancing (6 new maps added since last version)
- Disabled EA Logo intro movie
- CNC3:TW **Icons** – For use in Windows
- Full Windows Vista compatibility – Thoroughly tested on **Windows Vista** and **Windows XP**
- Full support for **CNC3:TW** 1.09

Important Notes

- Singleplayer save game files created while using this mod **will not** open correctly in CNC3:TW and **will** cause the game to crash
- The skirmish maps in this mod will run correctly in both **CNC3:TW** and **CNC3:TWE**
- **CNC3:TWE** currently supports online or network games. If you try to play online you will be able to get online, but only players with the *exact same* version of CNC3:TWE will be listed
- **CNC3:TWE** will install in one user account and has only been tested in English versions of CNC3:TW

Legal

“Command & Conquer 3 : Tiberium Wars Enhanced” is not an official release created by EA (Electronic Arts).

This software is provided “as is” with no warranty (implied or express). This software has been checked for malicious software and viruses.

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EA Legal Notice

Website : <http://www.ea.com/global/legal/legalnotice.jsp>

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Directory Structure

- **CNC3TWE**
 - **Icons**
 - **Resources**
 - **Cursors**
 - CNCTWE_1.0.SkuDef

- CNC3TWE.big
- readme.pdf
- *CNC3-TWE 1.0.Ink*

Support

For **F**requently **A**sksed **Q**uestions refer the to FAQ section of this manual.

For additional support with **CNC3:TWE** please refer our support web page:

<http://cnc3twe.wordpress.com/support>

For support with **CNC3:TW** please refer to EA's web page:

<http://www.commandandconquer.com>

Instructions

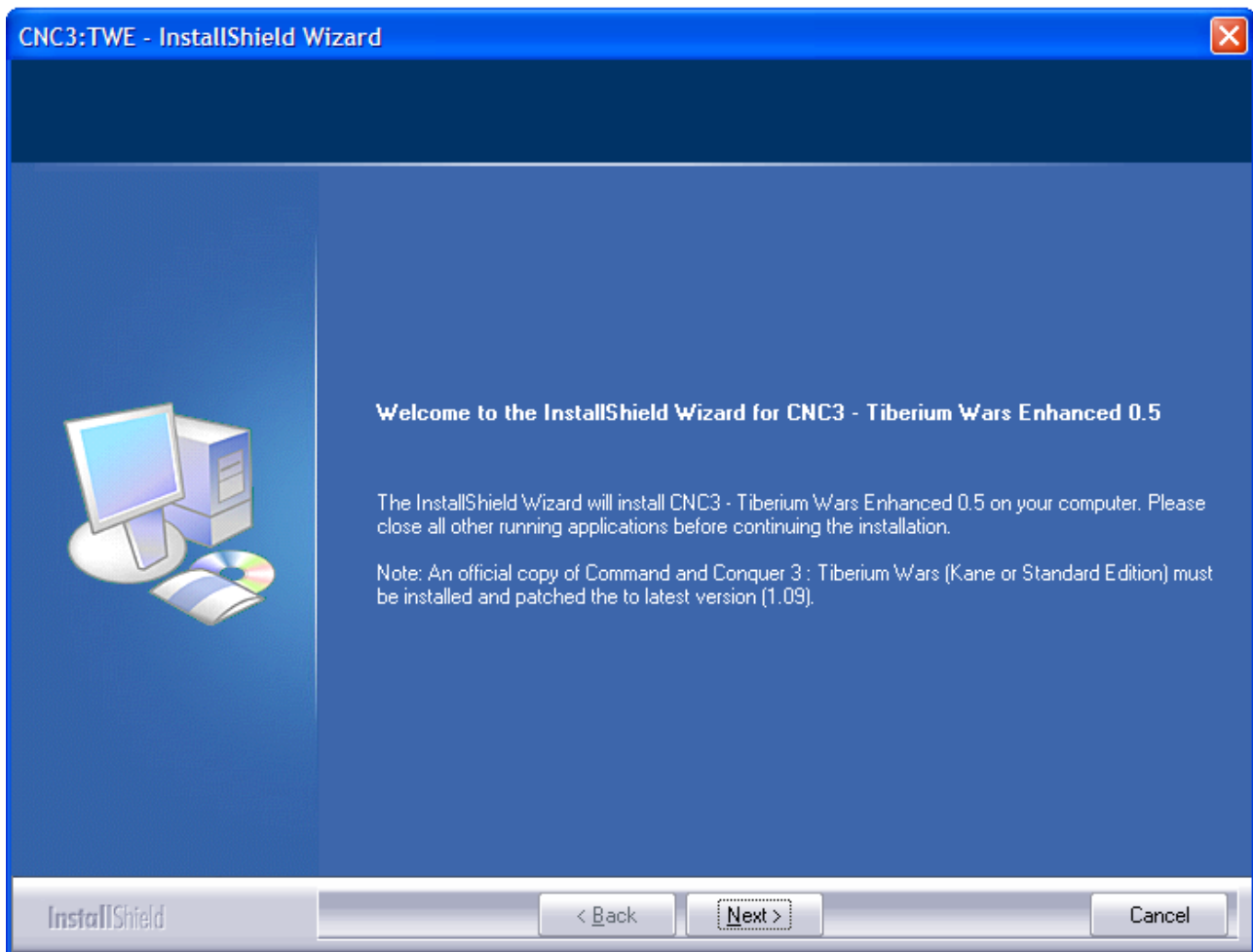
The following are detailed instructions for installing, modifying and uninstalling **CNC3:TWE**. The instructions apply to both **Windows Vista** and **XP**. Screenshots taken in Windows XP Professional.

Installation

To **install** CNC3:TWE:

1. Check that your PC meets the system requirements of **CNC3:TWE**
2. Run the '**CNC3TWE.exe**' installer you have downloaded
3. Follow the install wizard to configure the installation
 4. Ensure the **correct directory** is selected (default folder should be correct)
 5. Ensure the desired features of the installation are selected (e.g. Maps)

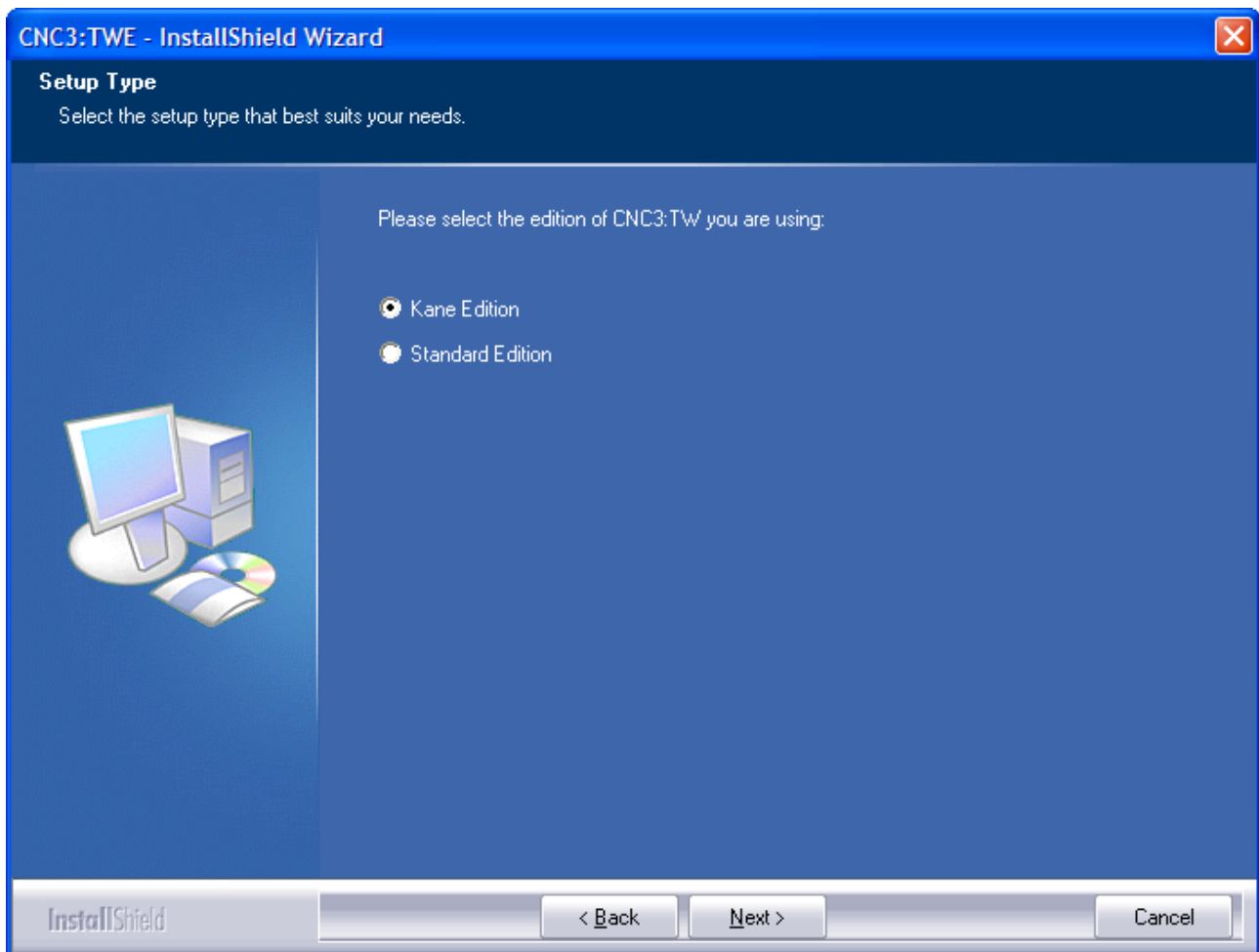
CNC3:TWE version 1.0



1. Screen: Initial Dialog

This is the first screen of the installation. It shows basic information and explains the requirements.

Make sure your computer meets the requirements and then click the 'Next' button to continue installation.



2. Screen: Selection of Edition of CNC3:TW

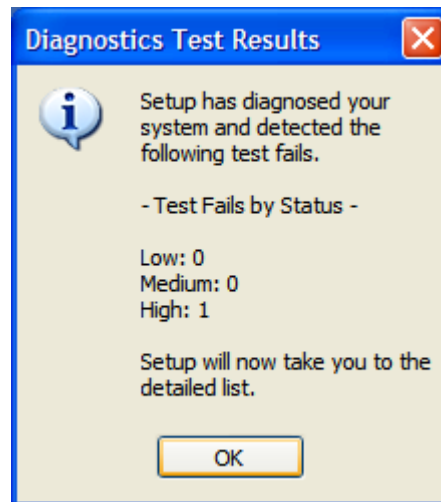
This screen allows you to make a selection between the editions of **CNC3:TW**.

The edition can be found on your original copy of Command & Conquer 3 : Tiberium Wars.

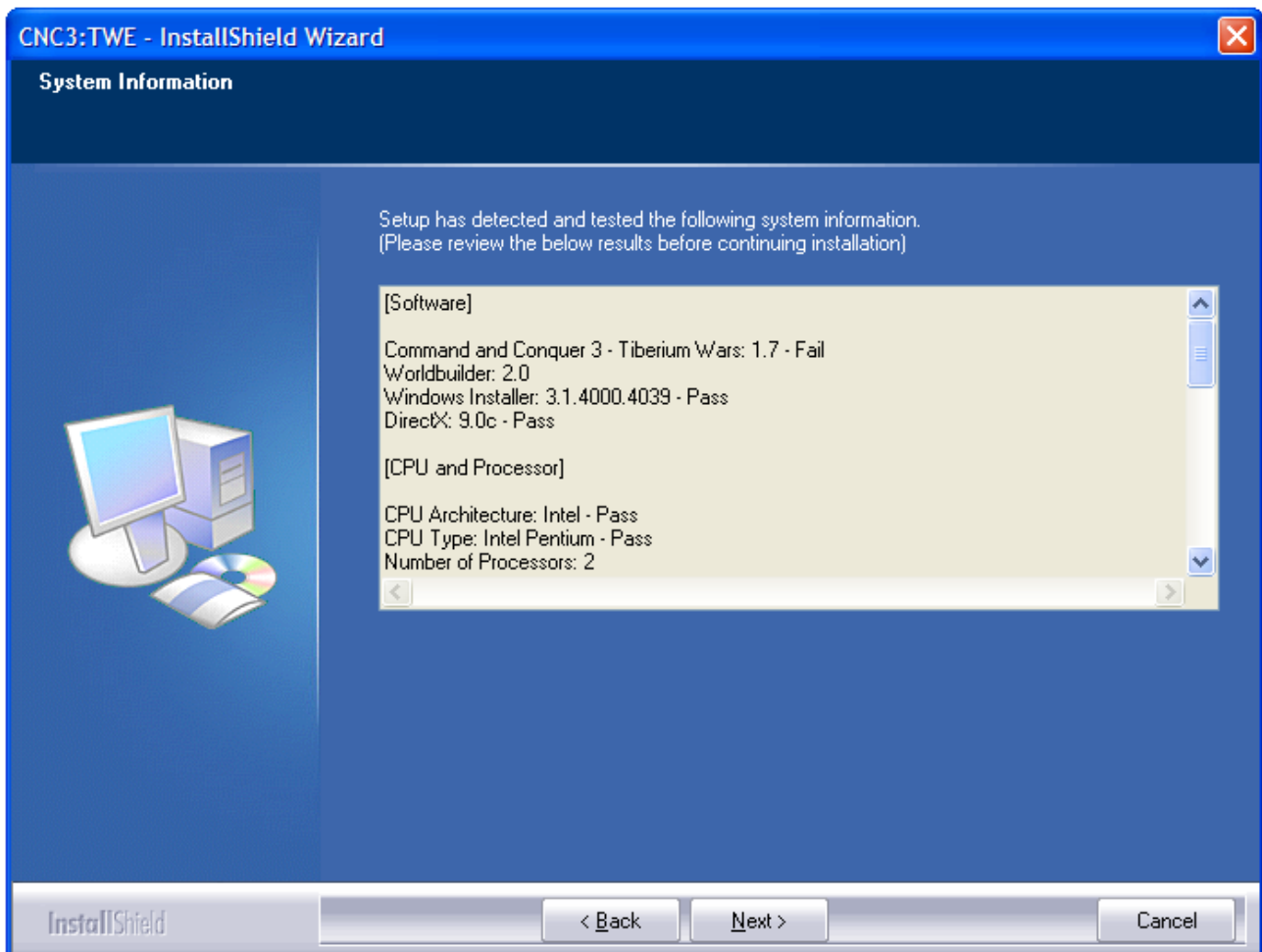
Select the appropriate edition (**Kane** or **Standard**) and then click the 'Next' button.

Please Note: *If you are using a non-English version of CNC3:TW you may not be able to run this modification properly. If so click the 'Cancel' button, 'Yes' button and then the 'Finish' button.*

CNC3:TWE version 1.0



3. Screen: Test Results



4. Screen: System Information Test Results

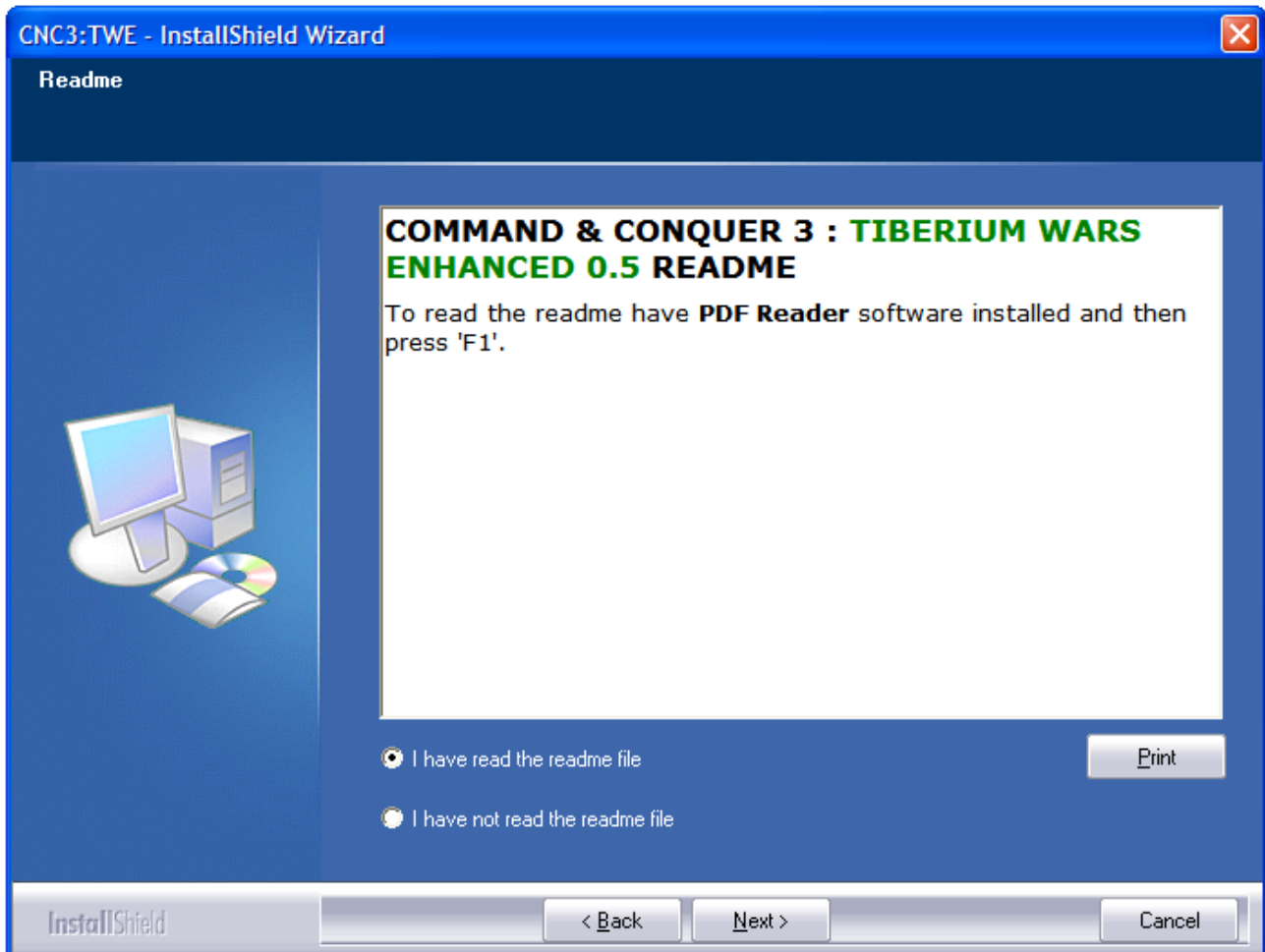
These screens display the results from the installer checking your system's settings and installed software.

CNC3:TWE version 1.0

This system information is used to determine if your computer meets the requirements for the modification to run as intended.

Continue the installation past this screen if there are no fails. In the above screens it shows that the user has not got the correct version of **CNC3:TW** installed. They need version patch 1.9 (1.09) installed.

Press the 'Next' button once all tests succeed.



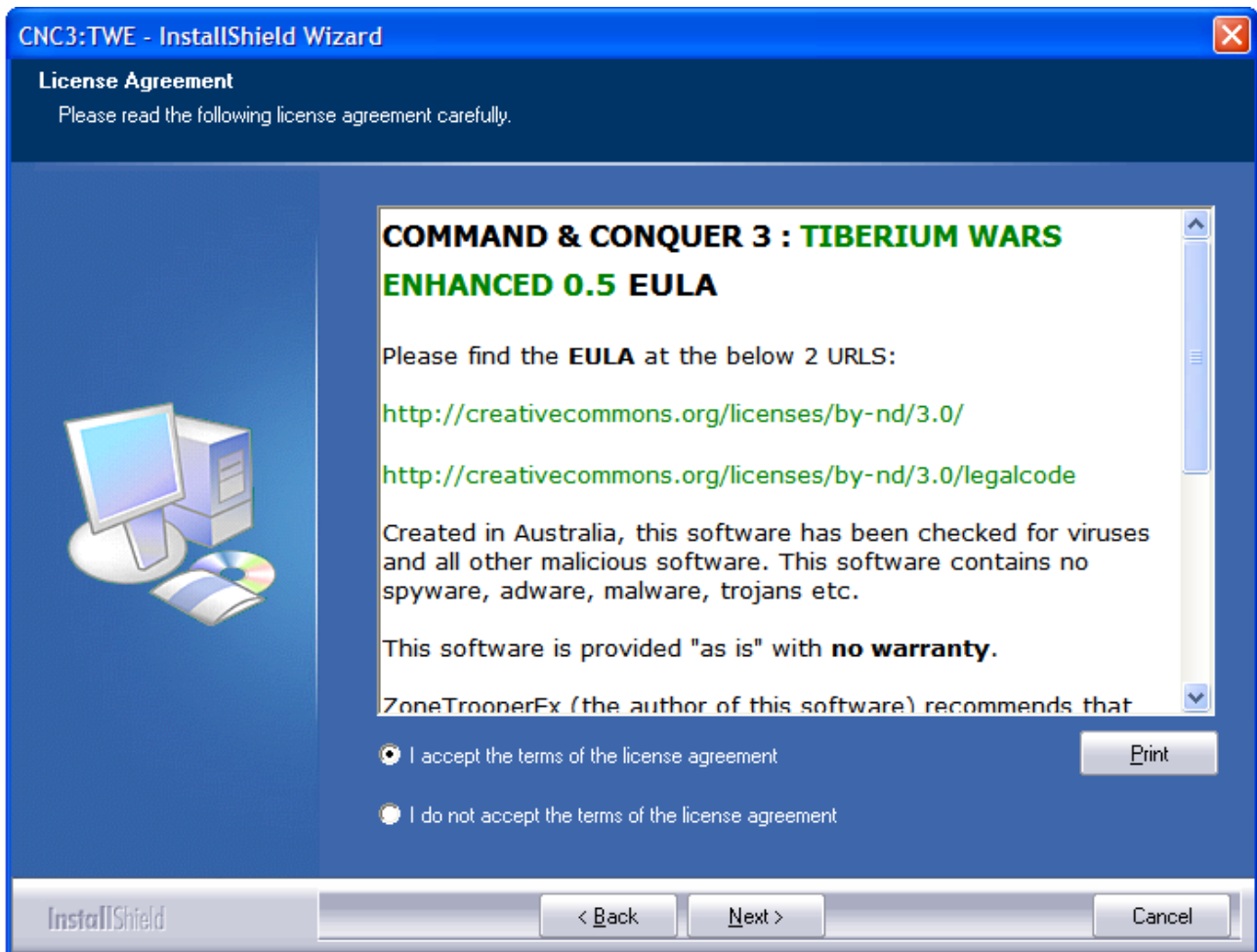
5. Screen: Readme Information

This screen displays simple information about the readme manual (this manual). Press 'F1' to launch the manual at anytime during setup.

You need to have PDF reader software installed such as **Adobe Reader**.

- <http://www.adobe.com>

Select the 'I have read...' radio button and then press the 'Next' button.



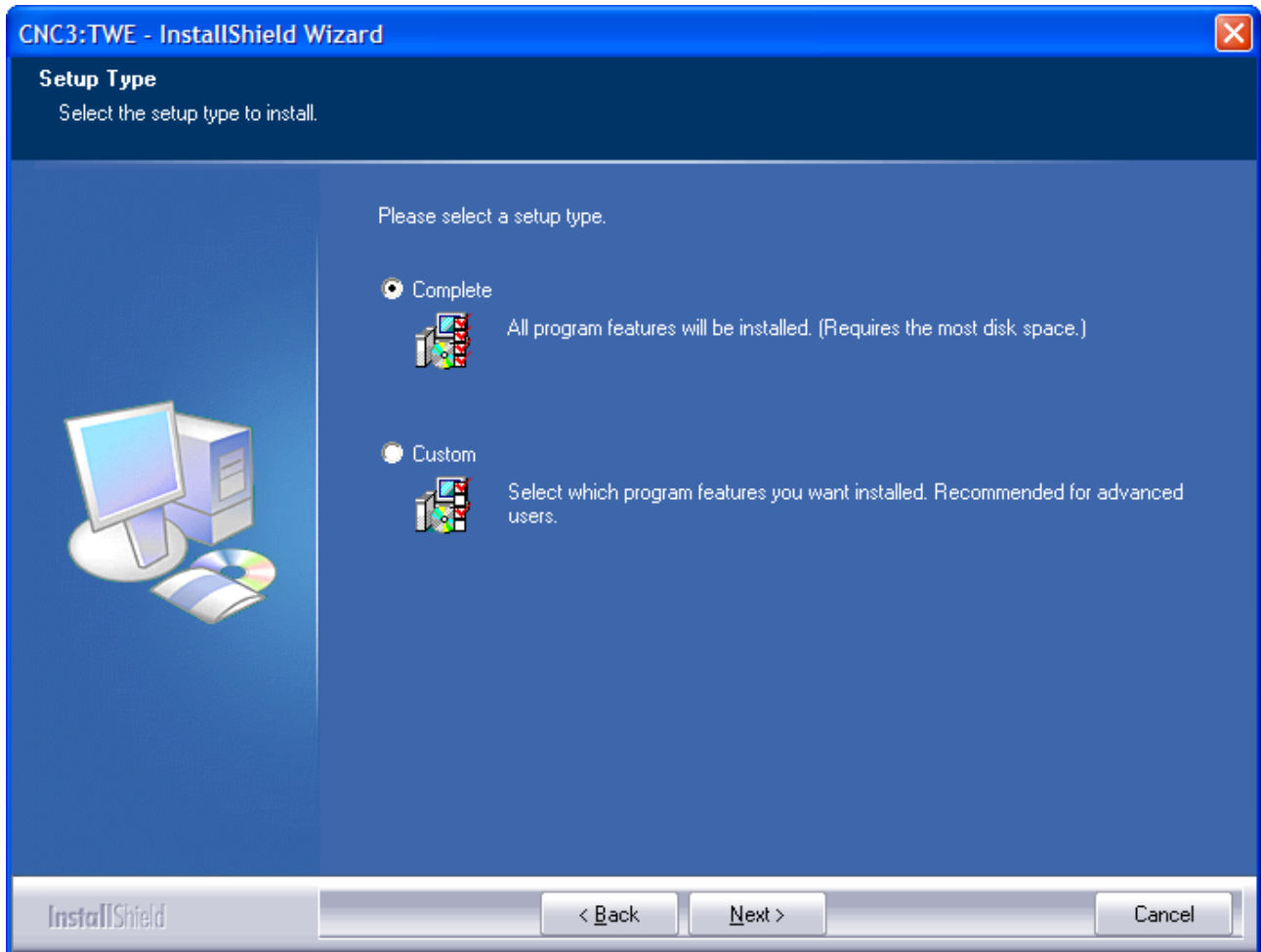
6. Screen: EULA Information

This screen display the **End User License Agreement** for this software. Read this agreement carefully.

This agreement includes two links:

- <http://creativecommons.org/licenses/by-nd/3.0/>
- <http://creativecommons.org/licenses/by-nd/3.0/legalcode>

Select 'I agree...' and then press the 'Next' button.



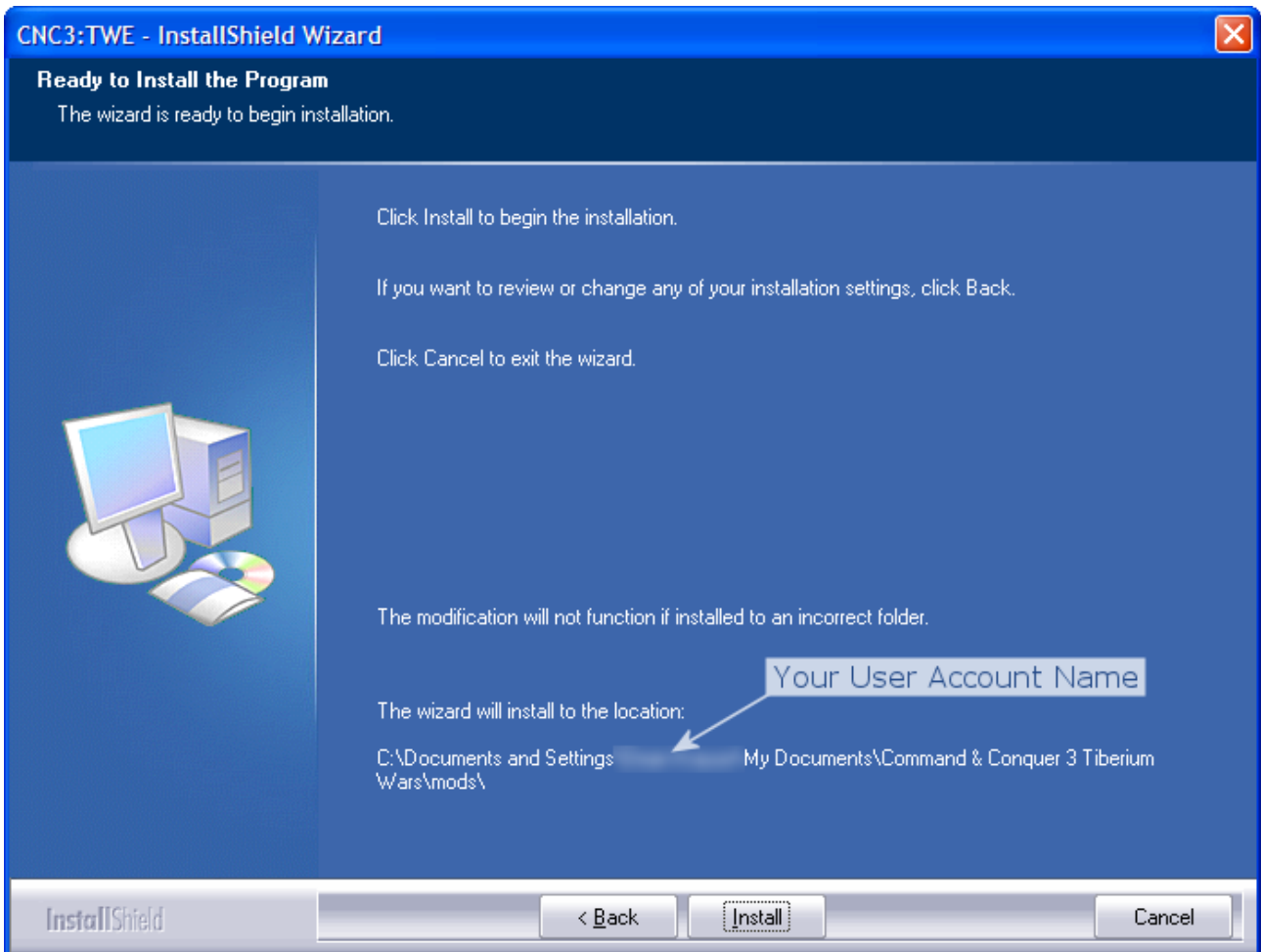
7. Screen: Setup Type Selection

This screen allows you to select the setup type you want for the installation. To simply install the software select the 'Complete' option.

Otherwise if you want to have advanced setup options select the 'Custom' option. If you select this option you will be prompted with two additional screens.

The first screen for selecting the **installation directory**, the second screen for allowing you to customize (by deselection and selection) **features** of the installation.

Once you have made your selection click the 'Next' button.

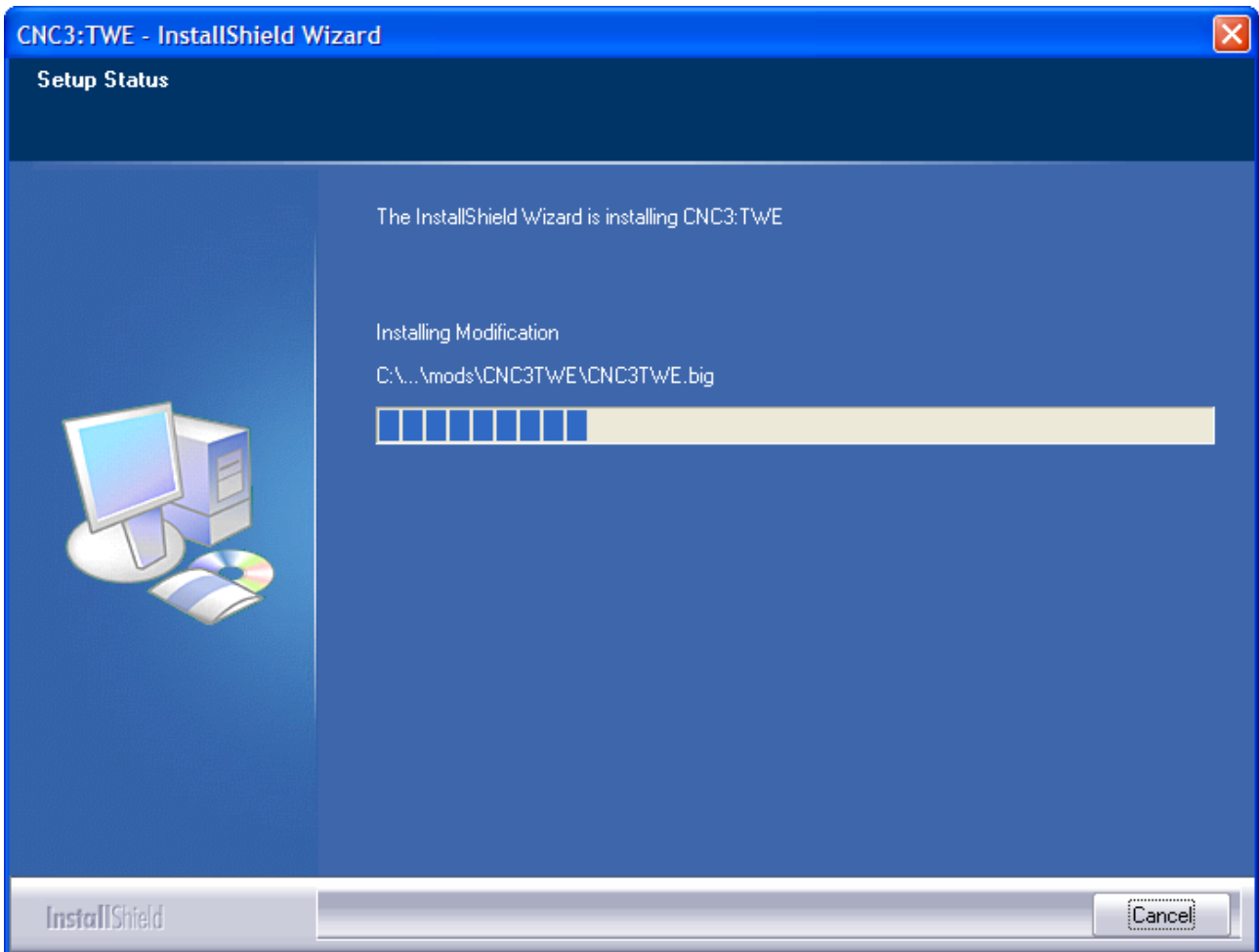


8. Screen: Ready to Install Information

This screen displays basic information and the path that setup will use to install **CNC3:TWE**.

This path should be correct but check that the path is accurate. **CNC3:TWE** only installs to one user's account.

Once the path is correct click the 'Next' button.

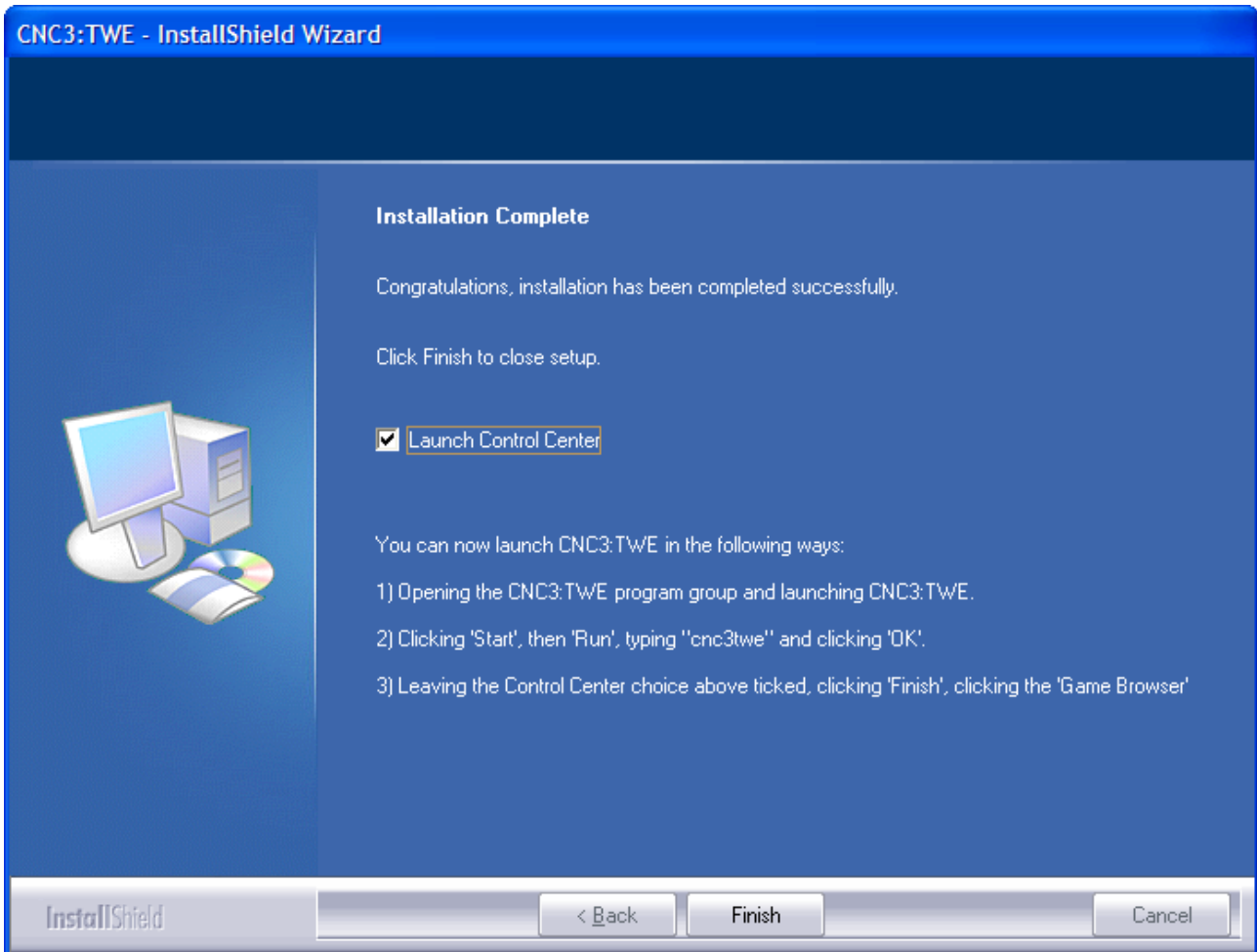


9. Screen: Installation Progress Information

This screen shows the installation of files and the progress bar will inform you of the progress of copying files to the directory. Please wait while the files are copied to the directory.

Please note: If you are installing the included skirmish maps (installs by default) then the maps will be copied to the correct folder to appear in-game.

On uninstallation the skirmish maps will remain for use in CNC3:TW.



10. Screen: Installation Complete Information

This screen lets you know that the installation has been completed successfully. You can then launch Control Center to play **CNC3:TWE**.

It lists the ways you can launch **CNC3:TWE**.

6. Once installation is completed run the **Control Center** by:
 - Using the Start Menu item
 - Clicking 'Start', 'Run..' and then typing "cnc3twe" and clicking the 'OK' button
 - Leaving the 'Control Center' choice ticked, clicking 'Finish', clicking the 'Game Browser'

7. When the **Control Center** screen appears:

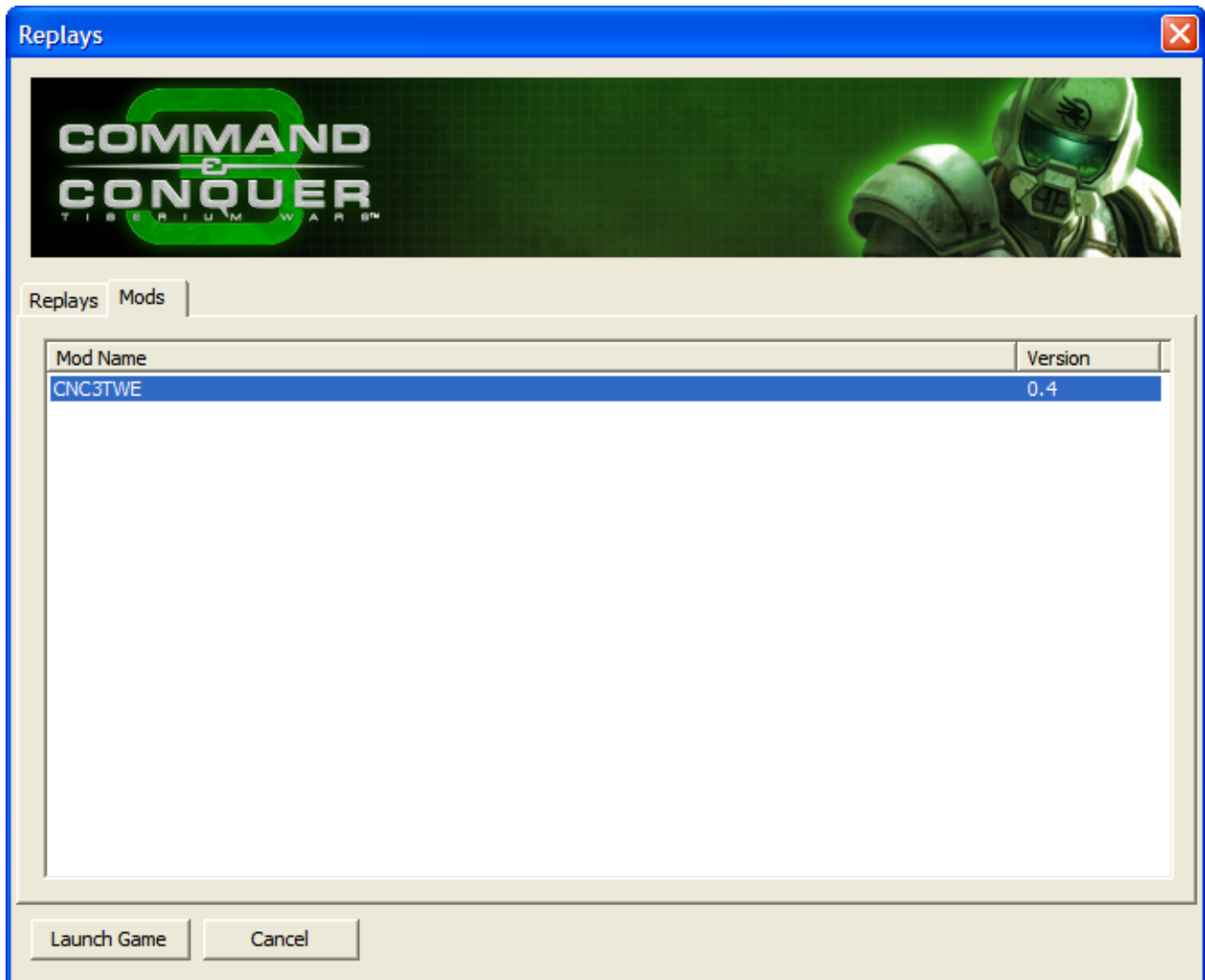


11. Screen: CNC3 Control Center

Click the 'Game Browser' button to launch the **Game Browser**.

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8. The **Game Browser** dialog will now appear, click the 'Mods' tab:



12. Screen: Game Browser

9. Click the Mod **CNC3TWE** and then click 'Launch Game' and have fun playing CNC3:TWE!

Feature Management

To change the installed features once **CNC3:TWE** is installed either:

- **Use the installer**
 - Run the installer file again
 - Select the 'Modify' radio button, click the 'Next' button
 - Select/deselect the features
 - Click the 'Next' and then 'Finish' buttons
- **Use the Windows Add/Remove plugin**
 - Click the 'Change' button on the 'Add/Remove' dialog
 - Select the 'Modify' radio button, click the 'Next' button
 - Select/Deselect the features
 - Click the 'Next' and then 'Finish' buttons

Uninstallation

To **uninstall** CNC3:TWE either:

- Remove it using the 'Add/Remove' feature
- Run the installer file again and select the 'Remove' radio button and click 'Next'

Icons Feature

The installer installs the 'Icons' feature by default. This feature includes some icons to be used generally in Windows. The icons can be applied to folders, shortcuts etc.

Cursors Feature

The installer installs the 'Cursors' feature by default. This feature includes optional in-game cursors. To use these optional cursors follow the below instructions.

To install:

1. Create a back up of the folder '<CNC3 directory>\RetailExe\1.9\Data\Cursors'
2. Open the folder 'Cursors\RetailExe\1.9\Data\Cursors' in the CNC3:TWE installation directory.
3. Copy and replace the files in the original CNC3:TWE cursors folder.
4. New cursors will appear in-game in both CNC3:TWE and CNC3:TW.

To uninstall:

1. Delete the new cursors in the folder '<CNC3 directory>\RetailExe\1.9\Data\Cursors'
2. Copy the backed up original cursors into the folder '<CNC3 directory>\RetailExe\1.9\Data\Cursors'.

FAQ

For support, view the **Support** section of this document for the website address.

The below are some frequently asked questions.

Setup

Q) Does CNC3:TWE log any errors?

A) Any errors during setup are logged in the Windows Event Log.

You can view the error log by:

1. Clicking **Start** then **Run..** typing 'eventvwr' and clicking the **OK** button
2. Clicking the **Application** log item

The log entries you are looking for have the source of 'CNC3-TWE'.

Q) After uninstallation the skirmish maps are not removed. How do I delete these skirmish maps?

A) After uninstallation the skirmish maps remain so that you can use them in CNC3:TW or another mod.

The skirmish maps can be found in the folder:

%appdata%\Command & Conquer 3 Tiberium Wars\Maps

You can select the folders of the maps that start with 'cnctwe' and then delete them.

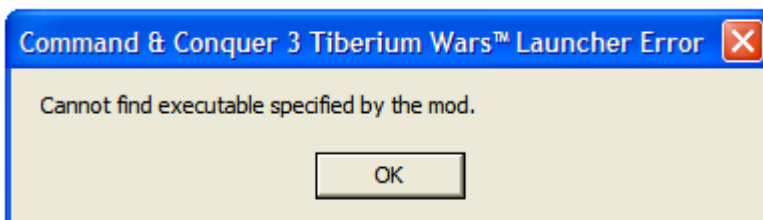
Q) Do I need to remove older versions of CNC3:TWE before installing the latest version?

A) It is not required that you do so but if you encounter any issues with the newest version then simply uninstall it and then run the installer for the newest version again.

General

Q) When launching CNC3:TWE from the Game Launcher I get the error message "Cannot find executable specified by the mod.". What causes this?

A) This error message looks like this:



This is most likely caused by you not having the correct version of CNC3:TW installed. Update your version to the required version and try launching it again.

Q) How can I run CNC3 Control Center manually?

A) Simply run the **CNC3.exe** file with the command **-ui**.

Q) How do I tell which maps are from this mod in the Skirmish map list?

A)



The map list will look like the above. The left-most icon shows if the map is **official** or **unofficial**. You can sort that column by click the flag icon.



All **CNC3:TWE** maps are unofficial and show as a circle with a star inside.



Official maps show as a shield with a star inside.

Q) Can I play this modification online?

A) Yes, this modification supports online play. Only players with the exact same version that you are using will appear in the lobby.

Q) When I play skirmish maps there is a black cover over undiscovered territory. What is this?

A) This is part of the modification. It is a black shroud that covers unexplored territory. It forces you to know the layout of the map before playing or to explore.

Version History

1.0

Release Date: 25th of February, 2008

- 6 new skirmish maps
- Updated Help Documentation File (Readme.pdf)

Prerelease 5 (0.5)

Release Date: 29th of October, 2007

- 7 new skirmish maps (total 36)
- Updated Help Documentation File (Readme.pdf)
- Minor balance changes for Singleplayer campaign
- Modded Content
 - New Main Menu Music

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- New Crate Types
- Wall Construction
- Limited cranes/foundries to 4
- GDI Armory Heals Ally Units
- Black Shroud for Unexplored Terrain

Prerelease 4 (0.4)

Release Date: 4th of September, 2007

- 6 new skirmish maps (total 29)
- Major Installer changes
- New Readme File

Prerelease 3 (0.3)

Release Date: 17th of July, 2007

- Singleplayer Campaign Enhancements
- 3 new skirmish maps (total 23)
- Installer
- CNC3:TWE Control Panel (Cancelled)
- Updated Readme Files

Prerelease 2 (0.2)

Release Date: 8th of July, 2007

- 3 new skirmish maps (total 20)

Prerelease 1 (0.1)

Release Date: 8th of July, 2007

- Singleplayer Campaign Enhancements
- 17 new skirmish maps (total 17)

Credits

Created By

ZoneTrooperEx

Singleplayer Campaign Enhancements

ZoneTrooperEx

Multiplayer Map Enhancements

ZoneTrooperEx

Main Menu Music (currently disabled)

"The Streets" from the CD "Rocktronic" by Frank Klepacki - <http://www.frankklepacki.com>

Skirmish/Multiplayer Maps

Map	Author
A Footpath Beyond	Blue Screen
Burning Rage, Stormshield, Extraction Point, Desolation, River Rush, Dune	v1rtu
Pastoral Genocide, The Last Ore Chasm	Joel noethis McDonald
Tournament Base, Redzone Battle	Sisslik (CNCHQ.de)
Meteora	Marius B
Sleepy Island	Fjonan
Da Mahe Madness	Agodzo
Fallen Empire Classic	Breno MaDDoX Silva
Coastal Conflict - Yellow Zone, Up North - Yellow Zone, Winding Rivers	DarkAlex
Close Encounter	madsci989
Hell's Passage	hawk10314
Port City Battle (Battle at the Port City)	MrDavidoff
Lenara Peak	McBain
Homeland Incident	JBV3737
Midnight Port	Reflex707
Wake Of Dawn, Tiberian Twilight	BLITZ Zenic
Lion's Heartland Shield	Lion (CNCDEN.COM)
Fever Plain	Michal Kus
Demon Rock	Venom775
Midnight on the Bay	wsted439
Street Fight	Cole "Chrono101" Cooper
Tournament Village, Years of Rust, Battered Bosnia	Fennec
Treeze Island	VoodooBenshee
Dust	Pivac
Pooled Resources	Janeoply
Pipeline Problems 2	Necromind
Crossfire	PomFrit
Despair	otherlife
Red Zone Paradise	Holzi91
Tournament Desert Reloaded	Markus "ReLaX" Minor