

Tiberian Sun Gold - Version 3.2

Welcome to the help file and documentary for Tiberian Sun Gold.

This version was released on the 21st of September, 1999.

For the latest updates and breaking news, visit <http://www.cnc2.com/tsgold/> on the internet.

For general news on the C&C games and Tiberian Sun, visit <http://www.cnc2.com/>.

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What is Tiberian Sun Gold?

Tiberian Sun Gold is the first ever modification to Westwood Studio's C&C: Tiberian Sun game. It enhances the game play by adding more units/buildings and changing other variables, which should make game play more fun.

Unlike other modifications for Tiberian Sun, Tiberian Sun Gold was not made as a cheat or as a "super weapons" modification. The goal was to create more unique units and structures for both sides, while still trying to keep them balanced.

While this is a hard job to do without months of balancing testing, I've done my best in the short time I have available to make both sides equally enjoyable to play with.

Most other modifications try to create "new" units, with weapons which are already in Tiberian Sun. Tiberian Sun Gold does not do this. It gives you a lot of new units and structures, but each with their own unique effect.

Tiberian Sun Gold does not try to create a bunch of similar units (eg. light tank, medium tank, heavy tank) which all basically do the same thing and gets boring very quickly. You will find some really original weapon effects, such as the Deformer Shockwave, the Shower of Hate and many other cool changes. Also, while I realise that eye candy is not always essential in a good modification, I've enabled many hidden and secret graphics which were previously not usable in Tiberian Sun. This includes structures such as the Infantry Upgrade Center to all sorts of units such as the laser tank.

TS Gold was created, not only to enhance your gameplay but to create many new strategic options to try out.

This means there are now many new possibilities for tactics that you can use to defeat your enemy. This is to encourage most commanders to think about their battle options instead of resorting to mindless tactics such as the titan rush or disc thrower rush, as those rushes are now easily countered with some of the many new features.

Tiberian Sun Gold is not affiliated with any of the following titles, Command & Conquer Gold (by Westwood) or the Red Alert Gold modification created by Jonathon Hollas.

You can obtain C&C: Gold by purchasing it at your local software outlet, or download Red Alert Gold on the internet, at <http://www.geocities.com/TimesSquare/Castle/2382/newra.htm> (It works only on Red Alert, not for Tiberian Sun!)

The author of Tiberian Sun Gold is not affiliated with Westwood. This is merely a fan-based modification on their game.

You may distribute Tiberian Sun Gold to your friends (and foes) provided that this text document remains attached and unmodified. You may not charge money for Tiberian Sun Gold, however, if you would like to give it out on a magazine demo CD, that is fine, just make sure you contact me first!

How do I use this?

Knowing that you have gotten this far, you will probably have already unzipped this to a directory. Now all you need to do is to copy the tsgold.dat, tsart.dat, tstitle.dat and tsgold.exe files to your Tiberian Sun directory if they are not in there already.

By default, it should be C:\Westwood\Sun, but it may vary for different people.

After you have done that, just run tsgold.exe in your Tiberian Sun directory when you wish to play the game.

Make sure you run the *TSGold.exe* file which came with TS Gold!

This is made so you have the choice of either running normal TS without TS Gold or playing with the changes.

To play TS Gold, run the TSGold.exe launcher and then click "Enable TS Gold". Then click "Run Tiberian Sun" and TS Gold will begin.

Make sure you play a Skirmish or Multiplayer game.. TS Gold was not designed for single player and does not have any single player campaign missions at this moment.

What are the files included?

-Name-	-Description-
tsgold.dat	The main modification file
tsart.dat	The art modifications file
tstitle.dat	The title graphic
tsmusic.dat	The music file
tsgold.exe	The loader file. Run this to play
tsgold.hlp	The document you are reading

What is new in Tiberian Sun Gold?

New Infantry

- New Chem. Spray Infantry
- New Laser Trooper Infantry
- New Flame-Thrower Infantry
- New Heavy Weapons Commando
- New Saboteur Infantry
- Chameleon Spy enabled
- Mutant Sniper enabled

New Units

- New Terrain Deformer
- New Devastator
- New RPG Launcher Truck
- New Subterranean Harvester
- New Hover Harvester
- New Annihilator Tank
- New Laser Tank
- New Hover Mammoth Tank
- New Hover Flame Tank
- New Vaporizer
- New Automobile Transport
- New Mole Tank
- New Unit Paralyzer
- New Mobile Helipad
- New Mobile SAM Launchers
- New Mobile Stealth Generators
- New Artificial Visceroids
- New Tiberian Fiends

New Weaponary

- New Deformer shockwave
- Enabled Fiend Shard
- Enabled Slime Attack
- New Mobile EM Pulse
- New Plasma Orb (Not the green orb from Cyborg Commando)
- Enabled Dual 120mm cannon enabled
- New Dual 75mm cannon
- Enabled Dual 120mm cannon
- New Annihilator cannon
- New Shower of Hate Cannon
- New Chemical Spray fumes
- New Rapid Armor Piercing chain gun
- New Portable Laser cannon
- New Ion Beam of Light cannon
- New Wrath of Kane cannon
- New Devastator Plasma
- New Devastator Self-Destruct
- Many other weapon modifications

New Aircraft

- New DragonFly X90
- New Orca Spy Plane
- New GDI Dropships

New Structures

- New Plutonium Crystal Power Plug
- New Light Tower
- New Shroud Generator
- New Light Post
- New Infantry Upgrade Center
- New Infantry Medical Center
- New Flame Tower Upgrade
- New Sniper Tower Upgrade
- New Sandbag Barrier

New Launcher

- Excellent graphical interface
- Ability to choose between TS Gold and normal TS
- Status bar to tell you whether TS Gold is enabled or not
- If you leave when TS Gold is still enabled, launcher will give you a warning
- System beeps when you click a button

New Music

- Score Screen (song that plays after you pass a level)
- Map Selection (really cool song that plays when you select a mission in single player campaign)
- Intro (Slowish song that plays when the game starts)
- Ion Storm Ambient (not a song, but sets a stormy mood in the game)

Other Changes and Modifications

- Three new songs to choose from in the song playlist! (Score Screen, Map Selection, Intro)
- Both sides can play all songs now
- New Ion Storm Ambient sound to choose from the music playlist
- New Colored Lighting for all civilian buildings and some other structures
- New Shower of Hate cannon for Nod Tech Center
- Laser Turret is now powered (Westwood is strange.. the SAM site is powered but laser turret isn't?)
- Blue Tiberium now grows (but growth is very slow)
- Infantry are darker to get rid of that cartoonish look
- Some patches of green tiberium glow an eerie green color
- Some patches of blue tiberium glow an eerie blue color
- Nod Laser fence glows an evil red color
- Nod SAM site cheaper but requires more power
- MCV is a little bit faster
- New Wrath of Kane cannon for Temple of Nod
- New Ion Beam of Light for GDI Tech Center
- Damage is immediately applied to structures when base is on low power
- GDI Upgrade Center acts as back-up radar
- Maximum starting credits in multiplayer is now 20000
- All mutant mercenaries are now exclusive to GDI
- Cyborgs go berserk when damaged to certain health
- Infinite vehicle hijackers allowed
- Orca Fighters fly a lot higher

- Meteorites create bigger craters when they hit the terrain
- When Ghost Stalker is veteran, he receives the Mammoth Tank Rail Gun
- Have three Mammoth Tank Mark 2 units on the field at one time
- Have three Cyborg Commando units on the field at one time
- New paratroopers
- Everything is set Nominal=Yes which means you can highlight something and it will say it's real name instead of "Enemy Unit" or "Enemy Structure"
- Hunter Seeker Plug now gives you threat evaluation as well as the new improved Seeker Droid
- When rifle infantry are veteran, they can target aircraft
- Chemical missile production is a little bit faster.
- Nod AI builds walls (better base defense)
- Easier to achieve veteran status
- Better armor, speed and combat skills when veteran
- Faster crate regeneration time
- EMP Pulse Cannon has longer range
- Nod Waste Facility explodes when destroyed, leaving behind deadly poison fumes
- Crate power-ups now affect a wider area (8 cells)
- Attack Cycles travel way faster than ever before
- Jump-Jet Infantry travel a little bit faster
- Nod rocket infantry fires two rockets at a time
- Riflemen have more powerful rifle.
- Grenade men explode when killed
- Nod Buggy travels faster.
- Amphibious APC now has a weapon like the APC from C&C and RA
- Technicians from destroyed structures carry weapons
- Queue up to ten units at a time (instead of five)
- Banshee Fighter flies over target four times and fires more ammunition
- Artillery fire is more inaccurate. Fast vehicles can dodge shells.
- Units will auto crush and scatter and will return fire aggressively
- Faster but weaker laser cannon
- The vein hole monster is no longer a legal target, meaning the AI doesn't spend ages trying to kill it
- More rapid fire from Wolverine and Nod Buggy
- Other small weaponry, prerequisite, firepower, and strength/speed changes
- Jump-Jet Infantry receive rockets when veteran
- Bazooka men fire double rockets
- New/hidden graphics
- New title.pcx title screen
- Help document
- Hunter-Seeker Droids and Nod missiles can be stopped by GDI Firestorm Defense
- Our own cool launcher file which allows you to choose between normal TS and TS Gold.
- Lots of other small changes

What are the new units/structures?

New Nod Infantry

Name: Chem. Spray Infantry

Description: These guys spray deadly artificial gas based on tiberium vein poisons. The gas poisons are responsible for many forms of death. Most common is suffocation and burning of skin. It is also known to carry the tiberium poisons, which cause biological mutation.

The ammunition that chem. spray infantry carry is extremely flammable. When they are killed, they will usually explode violently.

Name: Saboteur

Description: Saboteurs are special trained female military personell who carry C4 explosives that can be attached to enemy structures.

They carry no forms of self-defense so they should be escorted by back-up troops at all times.

Name: Chameleon Spy

Description: These spies carry powerful stealth shields that will hide them from most enemy forces. They will however, uncloak if damaged by tiberium or enemy firepower.

They are mainly used for scout purposes but they can also infiltrate enemy structures to gain useful intelligence.

Name: Heavy Weapons Commando

Description: The heavy weapons commando carries high caliber explosive chain-gun weapons, which are useful against armored units.

They also wear a strong bullet resistant armor vest.

Because of their heavy weaponry and armor, they travel slower than any other infantry unit.

Name: Laser Troopers

Description: Laser troopers are infantry that are capable of firing rapid bursts of laser turret beams. They are useful for taking out groups of enemy units and structures.

Name: Cyborg Commando or Nod Cyborg

Description: When damaged to half health, the Cyborg's enemy evaluation chip will begin to malfunction. It will still follow your orders, but in confusion, it may also open fire on your own units. An avid Nod commander who fills his Subterranean APCs with Cyborg Commando units now has a small problem to overcome.

Also, you may have three Cyborg Commando units on the field at a time.

Name: Bazooka Men

Description: Bazooka men now fire two rockets at a time and they do more damage.

New Nod Units

Name: Subterranean Harvester

Description: Subterranean Harvesters can go underground to reach locations that normal harvesters usually can't.

Also, because of the fact that they go underground when driving towards the tiberium they are going to harvest, the only places where they submerge and are vulnerable to enemy fire, is when they harvesting and when they are unloading the tiberium into your refineries.

Name: Devastator

Description: If you have fought in the wars of Dune 2000 or the almighty classic, Dune 2, you would know what these great monoliths are capable of.

They have dual plasma cannons which can easily destroy most targets, especially infantry and lightly armored vehicles.

However, it's most powerful capability lies in it's ability to self destruct.

When near a large group of enemy targets, a commander may click on the Devastator and order it to deploy into self destruct stage. It will immediately dump its atomic fuel and self destruct, causing a big explosion and many deadly tiberium clouds.

You may only have five Devastators on the field at a time.

Name: Laser Tank

Description: They fire the same weapon as the laser cannon and laser troopers, but they are armored and mobile.

Name: Tiberian Fiend

Description: Recent protests of human tiberium exposure have left Nod with fewer mutation options. One test they are free to exploit is the mutations of animal wild life. The tiberian fiend is the result of the tiberium/animal exposure. They are fast and very powerful.

Name: Automobile

Description: The Global Defense Initiative has ways of personnel transport by air and water. Nod's subterranean transports are their primary use of infantry transportation, however, the traditional use of land transport is still a valid option. Automobiles have light armor and are easily destroyed, but they travel extremely fast and can only carry one passenger. Never the less, they are still worth their price.

Name: Mobile Stealth Generator

Description: When deployed, they act as a mini version of Nod's stealth generator structure. When they are deployed, they also use a small amount of power to run.

Name: Mole Tank

Description: Since the Devil's Tongue is effective only against infantry units, the Mole Tank does the job that the Devil's Tongue does not.

With its dual 75mm cannons, it can make mince meat of any armored unit.

Name: Hover Flame Tank

Description: Stolen GDI hovering technology has allowed Nod to recreate their classic flame tank used in early Nod/GDI conflicts, with the added advantage - they can now hover.

Name: Nod Buggy

Description: The Nod Buggy has been improved, it's cannon is now more powerful, it is slightly more ranged and effective than the GDI Wolverine, but its firing rate is slower.

It also travels faster.

Name: Attack Bike

Description: Attack Bikes are now truly the fastest land unit in TS by far. One will get across a large map in seconds.

New Nod Aircraft

Name: Dragonfly X90

Description: Dragonfly X90 units are prototype radio controlled aero-droids. Because they are radio controlled and carries extremely weak armor, they are the fastest unit in the entire game.

They are mounted with two fireball launchers. They will dart around and around in circles and fire at their target, while dodging almost every missile that fires at them. They are extremely weak, one or two SAM missiles will take them down... but if you're careful, the SAM missiles don't even get near it.

Name: Nod Banshee

Description: Nod Banshee Fighter is now improved with more firepower to demolish it's targets. It flies over its target four times instead of three.

New Nod Structures

Name: Infantry Medical Center

Description: Because Nod lacks field medics to heal their infantry on the battlefield, they now have a medical center. Send any infantry unit into the medical center and it will be injected with some high tech drugs, which makes them as healthy as they ever were.

This extremely powerful antibiotic technology even removes dead scar tissue.

Name: Temple of Nod

Description: The Temple of Nod has been upgraded with a new powerful cannon, named the "Wrath of Kane."

It is an extremely fast rapid firing cannon. It can fire a stream of up to fifteen armor piercing shells but it takes a while to reload.

You may only have one of these on the field at one time.

If a unit gets within seven cells of the Temple, its weapon will be unable to fire at it.

Name: SAM Site

Description: Surface to air missile launchers are now cheaper, but they require more power to remain online.

Name: Nod Tech Center

Description: The Nod Tech Center now houses an extremely powerful defensive weapon, the Shower of Hate. It is extremely powerful against tank or infantry rushes but can not be fired on enemy units within seven cells of its range.

Just in case the enemy paratroops his infantry into the middle of your base, you don't want your Tech Center to shatter your important structures along with the enemy, so a careful commander should always turn the power off for this structure when it is not being used.

You may only have one on the battlefield at one time.

Name: Laser Turret

Description: The laser turret is slightly less powerful but it fires faster and has a longer range. It also requires power to remain online now.

Name: Nod Waste Facility

Description: The production of chemical missiles have been sped up a little bit, but when destroyed, they will now explode in deadly tiberium gas clouds.

New GDI Infantry

Name: Flame-thrower Infantry

Description: Their weapons are weak against armored targets, but will almost immediately torch enemy infantry.

Name: Umagon (Mutant Sniper)

Description: Umagon is a mercenary Forgotten soldier. She carries a super accurate and powerful sniper rifle. Though extremely useful against infantry, it is quite weak against armored targets.

Name: Mutant Vehicle Hijacker

Description: The mutant hijacker is now part of GDI's elite mercenary arsenal. It will take over any enemy unit and make it one of your own.

You may train as many of them as you want.

Name: Jump-Jet Infantry

Description: Jump-Jet Infantry units now receive a rocket launcher when veteran.

Name: Disc Thrower

Description: Their highly explosive grenade discs now explode when they are killed, possibly injuring friendly units.

New GDI Units

Name: Terrain Deformer

Description: These units produce a special shockwave effect, which can seriously deform the terrain around it. It is useful for creating massive craters in the terrain and for messing up the ground around your enemy's base so your enemies can no longer construct buildings on that area.

To use them, hold down [CTRL] and click on the area that you would like to deform. The shockwave does not work on tiberium infested areas.

The shockwave effect has a powerful pressure effect, which causes infantry to explode but has no effect on structures or vehicle units.

Name: RPG Launcher Truck

Description: These light armored units fire rounds of extremely explosive rocket propelled grenade projectiles. They are powerful enough to shatter the strongest armor types.

Name: Annihilator Tank

Description: Regardless of what it looks like, the cannon mounted on the Annihilator Tank does not fire armor-piercing shells.

It is an extremely powerful chain gun cannon, which can mow down entire armies of infantry units.

It is also quite powerful against armored targets, but its specialty is its ability to completely annihilate enemy infantry.

Name: Hover Harvester

Description: Hover harvesters can carry more tiberium and travel a lot faster than the normal harvesters. They are also hover vehicles, so they can travel across water to reach tiberium patches.

Name: Unit Disabler

Description: Think of it as a mobile EMP cannon. Although it does not take as long as the EMP cannon to reload, the Unit Disabler lacks the power to launch an electro-magnetic laser probe for any great distance. Its weak cannon only fires a few meters, thus also affecting itself with its weapon. It must have recovered before it can fire again.

Name: Artificial Visceroid

Description: The GDI's answer to Nod's Fiend mutant.

Unlike the Fiend, the Visceroid is not created by mutating animals.

It is a clone of the wild visceroids found in tiberium battlefields. The artificial visceroid is controlled by a complicated computer chip, which makes it somewhat intelligent, and follow your orders.

Name: Hover Mammoth Tank

Description: Mammoth Tanks are big bad tanks, which bring back many memories. Created in secrecy almost 80 years ago by Soviet officials, its technology was later stolen by GDI scientists.

Thought to be made obsolete when the new Mammoth Tank Mark 2 was created, this bad boy makes a welcome return, combined with powerful hover technology, allowing it to travel across water as well as land. Although it is a hover unit, the mammoth tank travels a lot slower than other amphibious vehicles. It also suffers a slight decrease in armor.

Name: Vaporizer

Description: Their armor is weak and they are easily destroyed. However, these small strange looking GDI vehicles have what are rumored to be alien technology.

It fires a light ray of plasma which quickly destroys any chosen targets. However, their weapon firing range is quite short, so destroy them before they get the chance to fire at you.

Name: Mobile SAM Launcher

Description: When you are away from your base, the chances are that your air defense is very poor. This is not so with the mobile SAM launcher. When deployed, they will defend their area with powerful surface to air missiles.

Name: Mobile Helipad

Description: When your air units are far from your base and you need a quick easy way to reload without returning to your primary helipad structure, the Mobile Helipad does the job very efficiently.

Name: Amphibious APC

Description: Amphibious APC units are now armed with M1Carbine machine guns to defend itself.

Name: Mammoth Tank Mark 2

Description: You may now have three Mammoth Tank Mark 2 units on the field at one time.

New GDI Aircraft

Name: Orca Spy Plane

Description: They are extremely fast and their special radar unit allows them to safely land in shrouded areas.

Underneath the craft, there is a sphere shaped camera dome that allows the pilot to have a good 360-degree sight of his flying area.

They are invisible to radar.

Name: Orca Fighter

Description: Orca Fighter aircraft will now fly a lot higher than before, and will also unleash their missiles a lot quicker.

Name: GDI Dropship

Description: GDI dropships can carry up to ten infantry passengers.

It's unique parachuting system allows passengers to safely parachute out in times of combat.

When commanded to fire its weapon anywhere (use CTRL and click your mouse for force fire), it will begin to drop your troops out with parachutes. It drops two infantry units at a time.

New GDI Structures

Name: Shroud Generator

Description: Ever since the powerful Gap Generators were constructed in the days of World War 2, the technology was locked away, only the highest ranking Allied officials knew about it.

When the war ended, all evidence of the Gap Generating technology was destroyed. But now, GDI scientists have finally discovered a way to emulate its great power through the new Shroud Generators. One Shroud Generator alone does not do anything but darken its surroundings.

However, four or more shroud generators built with their effect overlapping each other can cause a total black out effect around that selected area on the commander's radar. This is made so commanders can choose exactly how dark they want their base to be. Your own units will still be able to see where they're going, but the power disturbance that the Shroud Generators create will cause a great annoyance for most commanders, as they can not see under the cloud of shroud even if he sends his units into it. Put them around your most important structures, and human opponents will have a very hard time targeting them with their super weapons.

Beware though, once activated, even the commander using them will be unable to see through the shroud.

Name: Plutonium Power Plug

Description: This is a plug which is added onto the GDI Upgrade Center.

Inside this very expensive plug, is a plutonium crystal. This crystal is powered by a forbidden atomic technology, which is powerful enough to power an entire base. Very rarely will you run out of power when using this upgrade.

Name: Infantry Upgrade Center

Description: This building is used to equip some infantry combat units with newer, more powerful weapons and also teach them how to use them.

They are also taught other useful combat information, such as using their vision goggles effectively to see further into shroud and effective running paces.

After your infantry unit leaves this camp, he will be a guaranteed veteran.

Name: Hunter Seeker Plug

Description: The Hunter Seeker Plug now has an additional feature. It has a threat evaluation system which tells your base defenses to lock on and fire at the best chosen target (eg. sniper upgrade will shoot at infantry and RPG will shoot at vehicles).

Name: GDI Tech Center

Description: The GDI Tech Center now wields an extremely powerful Ion Plasma Cannon. It is extremely powerful but has a very slow firing rate.

Also, only one GDI Tech Center is allowed on the field for each side at one time.

The GDI Tech Center has a minimum range of four cells. Once the enemy unit is within four cells of the GDI Tech Center, it's cannon will be unable to fire at the unit. This is mainly used to stop those annoying "One Nod Cyborg destroys an entire base" tactics.

Name: Firestorm Defense

Description: The original Firestorm Defense will now stop Hunter Seeker Droids and all Nod super missiles.

Name: GDI Upgrade Center

Description: The GDI Upgrade center now acts as backup radar. If your radar center is destroyed, the upgrade center will keep your radar online.

You may only have one of these at a time.

Name: Sniper Tower Upgrade

Description: The sniper tower upgrade is a great defense add-on for the component tower, which will destroy infantry units. It is quite useless against armored units.

Name: Flame Tower Upgrade

Description: The flame tower upgrade can burn up infantry units and is also more effective on vehicles than the sniper tower is. However, it has a very short firing range.

New Infantry for Both Sides

Name: Rifle Infantry

Description: Rifle Infantry now carry more powerful rifles... they will become even more powerful when upgraded to veteran status.

Name: Technician

Description: Technicians that come out of destroyed structures are now armed with machine guns to defend themselves so they will not be totally useless.

New Super Weapons for Both Sides

Name: Hunter Seeker Droid

Description: The Hunter Seeker Droid can no longer destroy any unit/structure with one hit. However, it now has the ability to hit two targets. It damages or destroys the first target and then goes on and self destructs over the second target. The damage is very minimal compared to the original Hunter Seeker suicide bomb.

New Structures for Both Sides

Name: Light-Post

Description: When fighting in night missions, you will probably need these useful little light posts to make things clearer and easier to see. They can also be used to harass human opponents.

Name: Light Tower

Description: Unlike the light post, the light tower uses strong spotlight. It also has a vulcan cannon to defend itself.

Name: Sandbag Wall

Description: Just the good old sandbag barriers from Command & Conquer. It is the cheapest thing you can order on the battlefield, but it is not very effective. It is useful for stopping engineers, sniper infantry and some other infantry units.

Bugs/Notes

If you try to move the Mobile Helipad when it has an aircraft unit docked on it, the Mobile Helipad will disappear. This bug is unfixable as far as I know.

To get around it, just highlight both the Mobile Helipad and the unit docked on it and tell them to both move somewhere else. The aircraft on it will fly off and the Mobile Helipad will undeploy.

If you try to make the Flame Upgrade (for the GDI component tower) force fire somewhere on the ground or at one of your units, it will only shoot out it's flame once and it won't shoot at it again unless you tell it to.

I'm not sure how to fix this, but when Flame Upgrade is defending your base, it works fine.

When the Artificial Visceroid uses its weapon, you can't see the slime shoot out like the normal visceroids. This happens when you remove the "IsLargeVisceroid=Yes" tag, but if you do not remove it, the visceroids will not follow your orders and will go around doing it's own thing.

The game does not allow you to sell the Infantry Medical Center or the light posts. I am unable to fix this until the offsets for the TS mix files are released.

Some units use the same icons. Again I am unable to change this until the offsets for the TS mix files are released.

Credits

Thanks to SDriver for answering all of my TS Gold related mails (literally hundreds) and Brainiacus for being a great help on the Tiberian Sun Gold forum.

Thanks to Joesph DeBono for the TS Gold launcher and Michael Mason for creating the other launcher which I ended up not using. :)

Thanks to Silvester Dezsi for making the awesome title.pcx graphic.

Thanks to Westwood Studios for making the "almost perfect" game, Tiberian Sun so people could edit it and make it better! :)

Thanks to everyone who has helped me with ideas, suggestions, bug reports and other ways to make Tiberian Sun Gold more enjoyable.

Thanks to Alkaline for:

- Making "Alkaline's Rules of Engagement" (available at <http://www.cnc2.com/aroel/>) the only other modification (other than TS Gold) right now which is actually worth getting.
- Finding out how to use the warhead animations used in the GDI Tech Center and Devastator cannon weapons and allowing me to use them in TS Gold.
- Fixing the laser trooper, flame thrower and laser tank's firing animations.
- Some last minute play-testing.

Thanks to Rising Sun Network (<http://www.cnc2.com>) for hosting my site and allowing me to advertise my stuff!

Thanks to all the other cool TS sites who link to my page.

Contact Information

For the latest information and news about Tiberian Sun Gold, visit <http://www.cnc2.com/tsgold/> (the

Official Tiberian Sun Gold website) or visit <http://www.cnc2.com/> for general Tiberian Sun news.
I can be reached by email at sk2568@ihug.co.nz.
Address all emails to "Dave".

That's all. Have fun playing Tiberian Sun Gold!

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This help file was created with [HelpScribble](#).

HelpScribble

HelpScribble is a help authoring tool written by Jan Goyvaerts. This help file was created with the unregistered version of HelpScribble, which is why you can read this ad. Once the author of this help file is so honest to register the shareware he uses, you will not see this ad again in his help files.

Recompiling the help project with the registered version is all it takes to get rid of this ad.

HelpScribble is a stand-alone help authoring tool. It does *not* require an expensive word processor. (Only a help compiler as Microsoft likes keeping the .hlp format secret. Not my fault.)

Here are some of HelpScribble's features:

- The Setup program will *properly* install and uninstall HelpScribble and all of its components, including registry keys.
- Create, edit and navigate through topics right in the main window. No need to mess with heaps of dialog boxes.
- All topics are listed in a grid in the main window so you won't lose track in big help projects. You can even set bookmarks.
- Use the built-in Browse Sequence Editor to easily create browse sequences.
- Use the built-in Window Editor to change the look of your help window and create secondary windows.
- Use the built-in Contents Editor to create Windows 95-style contents files. Works *a lot* better than Microsoft's HCW.
- No need to mess with Microsoft's SHED: use the built-in SHG Editor to create hotspot bitmaps. Draw your hotspots on the bitmap and pick the topic to link to from the list.
- With the built-in Macro Editor you can easily compose WinHelp macros whenever needed. It will tell you what the correct parameters are and provide information on them.
- If you have a problem, just consult the online help. The help file was completely created with HelpScribble, of course.
- HelpScribble is shareware. However, the unregistered version is *not* crippled in any way. It will only add a small note to your help topics to encourage you to be honest and to register the shareware you use.

These options are very interesting for Delphi and C++Builder developers:

- If you are a component writer, use the Delphi Parser to build an outline help file for your component. Just fill in the spaces and you are done. HelpScribble can also extract the comments from your source file and use them as the default descriptions.
- If you are an application writer, HelpScribble provides you with a property editor for the HelpContext property. You can select the topic you need from a list of topic titles or simply instruct to create a new topic. No need to remember obscure numbers.
- The property editor also provides a tree view of all the components on your form and their HelpContext properties. This works very intuitively. (Much nicer than those help tools that simply mess with your .dfm files.)
- HelpScribble can perform syntax highlighting on any Delphi source code in your help file.

HelpScribble is shareware, so feel free to grab your copy today from my web site at <http://www.ping.be/jg/>

