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Legion td warcraft 3 commands

Warcraft 3 legion td tier list. Wc3 legion td guide. Legion td commands. Warcraft 3 commands list. Legion td tips. Wc3 legion td.

Legion TD News As you know, the game itself is almost ready to play now. Creeps spawn, towers turn into fighters and get restored, and all pathing works fine. The first two races are almost done. We still need to work on terrain, apart from the basic layout. Lots of work ahead, but I'm happy with progress so far, considering bugs in the data editor and difficulties we face when things run smoothly. When development advances enough, a public forum will be opened for Legion TD 2. Check back for more updates! - Lisk (08/30/10) Version 1.60b introduces some bug fixes & balances. Download the map here and discuss it in the forum. Your feedback is appreciated! - Lisk (08/18/10) Legion TD 2 is making great progress since Starcraft 2's retail release. I'm now working closely with another designer, which has sped things up. However, we'll take our time before releasing to ensure a high-quality game. A public forum will be opened when development progresses enough. Check back for more updates! - Lisk (08/01/10) New update! Version 1.60 introduces the Elf race and -ns game-mode, with some balance changes, reduced lag, improved tooltips, and reenabled HostBot Command Library (HCL). Thanks to testers! Download the map here and discuss it in the forum. Your feedback is encouraged and appreciated! - Lisk (07/16/10) While we wait for Starcraft 2, I'm working on an update for Legion TD on Warcraft 3! Version 1.60 will feature a new race, balances, bug fixes, reenabled HCL support, and reduced lag. This update will be available for download on Tuesday, July 20. Looks like v1.50c isn't the final Official Legion TD after all. - Lisk (07/16/10) As many of you know, I'm developing a Legion TD Sequel for Starcraft 2 using the Galaxy Editor beta. Here's a quick look at some planned features: A Fresh Look... Legion TD 2 will run exclusively on the Starcraft 2 Galaxy engine, featuring vibrant 3D armies and landscapes. Improved Code... More structured code written from the ground up in the new Galaxy language. This will reduce lag, eliminate bugs, and allow various game modes. Dramatically improved Fighter & Creep AI. New Content... Several new Game Modes are in the works (details soon to come). All game modes available in the original will be available in Legion TD 2 as well. Five entirely new Races. Like the original, additional races will be introduced after release. Free to Play... Starcraft 2 supports Premium Maps which require fees for online play. Legion TD 2 will require nothing but a valid copy of Starcraft 2 and an internet connection for online play. Final version 1.50c of Legion TD released for Warcraft 3, featuring bug fixes, tooltip updates, and balance changes. The Editor's Version is available for those interested in continuing to develop the map. A new update, version 1.50b, was also released, addressing lag issues, exploits, and bugs while making minor adjustments to Marine fighters and Hybrid units. Previous updates included various balance changes, the addition of Marine and Hybrid races, new game modes, and support for HostBot Command Library (HCL). The map's development involved testing by several users, with special thanks given to empty Syringe, Jman5, Desinity, Boreal, Neophilus, and Cakoluchiam. A few balances have been added, along with a new command "-info" and some new debug commands. Special thanks to Smiddie & Clan LTDW for testing this version. To download the latest map update, please visit here and share your thoughts on it in the forum. We value your feedback and look forward to hearing from you.