Subject: Introducing Tiberian Technologies
Posted by Goztow on Sun, 22 Jun 2008 06:58:06 GMT
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Crimson, owner of renegadeforums.com, just brought us this exciting news!

Intro

Today is the day the arrow reveals all! In this post, you will learn about the newest (and yet the oldest) development team in Renegade! Your support in this new group is humbly requested as we have learned from our past mistakes and those of others. I now present to you, on behalf of the excellent group I represent, Tiberian Technologies!

Who is Tiberian Technologies?

Tiberian Technologies is a newly formed group, founded in December 2007 by mac and Crimson, who aimed to unite the best Renegade coders, as there are many individual groups trying to achieve similar things. Now, all of the people that created the most widely-used software utilities such as RenGuard, BRenBot, BIATCH, scripts.dll, and Renegade Resurrection are now united into one single group: Tiberian Technologies.

This group is dedicated to eradicate the heretics and restore Renegade to its former glory! Our first step is the creation of a new patch. We hope that with the community's support, we can get this patch sent through to all players as an official game patch. It consists of many bugfixes and an extremely extended version of the old custom scripts.dll, a new map, and a lot of stuff ported over from BlackIntel's projects and Renegade Resurrection.

Patch Info

TT strives to bring Renegade up to the next level. The game we have played and loved for years will be updated to include fixes for many nasty bugs, reduction of lag issues, and even enhanced gameplay with new features.

We've been working for a long time in the shadows to bring you the most important Renegade development in the past 5 years and now we are proud to announce a new patch!

The patch, originally planned as Core Patch 3, contains the following highlights:

scripts.dll 4.0

 built in Anti Cheat (replaces RenGuard)
 automatic downloading of maps and other content
 better compatibility with programs such as VoiceOverlay for TeamSpeak
 countless engine bugfixes and performance enhancements

 most prominent bugfixes:

  Blue Hell fix!

Purchase Terminals no longer broken after rejoin

The pistol now starts out loaded when you spawn

The repair bays on Glacier Flying and other maps with repair bays now work correctly

You will no longer be killed on some maps if you are standing right next to the weapons factory and someone buys a vehicle

Taking a screenshot no longer causes lag

Using a sniper scope no longer causes lag

Enhancements:

Support for using the left and right side buttons on mice with more than 3 buttons

The weapon back and forward keys will now skip weapons that are out of ammo. You can still access those weapons by pressing the number keys to select the specific weapon

New feature on vehicles that calculate damage points based on last occupant

Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to.

The selection of where you spawn when you join the game/die/etc is now more random

New Maps

"City2" map by Deathlink6.0 will be shipped with the patch

BRenBot and NightRegulator will be updated as necessary to support these changes, and we will work with other bot authors to update theirs as well.

Community Support
These communities have been recognized by TT as the most popular and influential and as such, their leadership has received advance notification of this project and have all agreed to support it and us in any way they can. It will be very important to have these communities and everyone else possible participate in testing this patch in order to convince EA that such a patch should be released officially to all players and made mandatory. This part is essential to the success of the anti-cheat components.

n00bstories
Jelly Games
BlackIntel
UNRules
Clanwars.cc
TheKOSS2
Atomix Gaming
MP Gaming
n00bless
German Renegade Community (RCS Server)
Black Cell
St0rm Gaming

Renz0r Gaming

Members

Tiberian Technologies consists of the brightest minds in the Renegade community, including members of BlackIntel, Blackhand Studios, Black Cell, and a new face or two. The member list in alphabetical order is:

Name	Country	Position	Group	Software Titles
Blazer	USA	Consultant	Blackhand Studios	BRenBot
Cat998	Austria	Coder	BlackIntel	BIATCH
Crimson	USA	Management	Blackhand Studios	RenGuard
danpaul88	UK	Coder	Blackhand Studios	BRenBot
egoflux0	USA	Coder	none	
EvilWhiteDragon	Netherlands	Consultant	BlackIntel	BIATCH
Ghostshaw	Netherlands	Coder	BlackIntel	BIATCH
jonwil	Australia	Coder	Blackhand Studios	scripts.dll
mac	Germany	Management	Blackhand Studios	BrenBot/RenGuard
Saberhawk	USA	Coder	none	scripts.dll
Sir Kane	Germany	Coder	Blackhand Studios	Original bhs.dll, ladder server, RenGuard
StealthEye	Netherlands	Coder	BlackIntel	BIATCH
Spoony	UK	QA/Balance	none	
WhiteDragon	USA	Coder	Black Cell	SSGM
v00d00	Canada	Coder	Blackhand Studios	TFD's no cd crack, RenGuard
Yrr	Germany	Coder	none	Renegade Resurrection

Future

Only our messiah Kane himself knows what else the future holds for Renegade with this new development team!

[Edit] Credits go to Deathlink6.0 for the TT-Logo!