
Subject: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Mon, 29 Nov 2010 23:22:13 GMT
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Due to the unpleasant actions of some asshat called Trooprm02 we are forced to beta test an unfinished version of the Tiberian Technologies server scripts. The reason for this is rather simple; the leaked code might give away clues on where vulnerabilities are in both the current as the Tiberian Technologies scripts.

Since we don't have time to back-port all fixes we make for TT, we want to protect the servers by releasing a server version of TT as soon as possible. Some of the features will not (yet) work because of this, but we feel that security is at this moment more important than all the features we promised. This does not mean these features will not be available eventually, but as stated before, we lack the spare time to work more on TT.

Features that will most certainly left out in this rushed release would be the resource manager. We are currently investigating what we can put in a release and what might need to be disabled. This will really be a rushed release, so please bear with us if there are errors. We really do not want to release something buggy, but it seems that we need to do something quick.

In order to be able to test how stable the current server scripts are, we are going to test them on the BlackIntel server on Sunday the 5th of December around 22.00 CET. At the start of the event we will offer 24 slots on the server. We will gradually increase (till max playable) this depending on the perceived stability and demand. After a crash we will again start at 24. It is important that one expects it to crash, as we have not yet thoroughly tested it.

StealthEye will be ready with the debugger running to fix possible issues on the post, but this might mean that it might take a bit of time to restart the server once it crashed. Please be patient at such moments.

We will give status updates both in our IRC channel (#TT on irc.n00bstories.com or irc.blackintel.org) as on TeamSpeak 3 (ts3.blackintel.org). It will probably be fun to try and get an organized game going while testing the server.

If this test is successful we will compile a release for server owners as soon as possible. The client will probably need some more time due to AC measures.

Server info:

WOL/XWIS hostname: a000000 (this might be subject to change)

WOL/XWIS title: [TT] BlackIntel Test Server

Direct connect IP: 95.211.124.215

Direct connect port: 4880

IRC channel: #ttmain

Teamspeak 3: ts3.blackintel.org

Player count: as much as we can handle.

Time: depends, but the current goal is 2 hours.

Yes, everything is passworded right now. We will open this on Sunday

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Mon, 29 Nov 2010 23:37:34 GMT
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Small update: atm there is a bug which need to be solved before Sunday before we can test anything. It is likely that we can do this in time, but if it happens to be really complicated we might move this till next week Sunday. For now however, we want to focus on speed, so Sunday would be the best date.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [jonwil](#) on Tue, 30 Nov 2010 00:30:06 GMT
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The resource manager wont be left out of the build we publish, its just that we may not be able to complete all the functionality in time and therefore all features related to the resource manager may not work.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [a000clown](#) on Tue, 30 Nov 2010 00:34:27 GMT
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How long will you guys be testing? I won't be able to show up until 2 hours after it's supposed to begin

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [liquidv2](#) on Tue, 30 Nov 2010 02:03:51 GMT
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this isn't a bad thing because now non-APB members can get in on it and the exclusive club shit is pointless
i'll speak to a few people

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [havoc9826](#) on Tue, 30 Nov 2010 04:11:17 GMT
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Does this mean you expect clients with scripts 3.4.4 or earlier to join, or only those who managed to find the leaked scripts 4.0?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Catalyst](#) on Tue, 30 Nov 2010 04:42:23 GMT

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havoc9826 wrote on Mon, 29 November 2010 22:11 Does this mean you expect clients with scripts 3.4.4 or earlier to join, or only those who managed to find the leaked scripts 4.0?

3.4.4 clients can join.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Goztow](#) on Tue, 30 Nov 2010 07:16:27 GMT

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Heh same time as our biweekly lobby war. I'll try to join in after that. How will you know the crashes are bug related or are 0x90's work?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [jonwil](#) on Tue, 30 Nov 2010 07:37:44 GMT

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Goztow wrote on Tue, 30 November 2010 15:16 Heh same time as our biweekly lobby war. I'll try to join in after that. How will you know the crashes are bug related or are 0x90's work? Doesnt matter, if its crashing we can tell why. If its crashing because of a bad network packet (which could be malicious or could indicate a bug) then we will investigate it and come up with an appropriate fix.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Caveman](#) on Tue, 30 Nov 2010 08:39:07 GMT

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Whats going to happen to people that join the server with the leaked scripts 4.0?

Banned/Cant join etc...

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Tue, 30 Nov 2010 09:35:06 GMT

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Caveman wrote on Tue, 30 November 2010 09:39 Whats going to happen to people that join the

server with the leaked scripts 4.0?

Banned/Cant join etc...

I can't recommend joining with a 4.0 client. Updates will be posted.

By the way, we don't like people violating our copyrights, which just so happens to be when you have a copy of the leaked TT.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Caveman](#) on Tue, 30 Nov 2010 10:32:30 GMT

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I dont have it however someone else did ask but it wasn't answered completely so before anyone trys to join the test I thought i'd ask.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [reborn](#) on Tue, 30 Nov 2010 11:08:59 GMT

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It's nice to see a beta event, even if it is under the shitty circumstances.

I am looking forward to the server owner release and looking at the plugin capabilities and source code.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [papaelbo](#) on Tue, 30 Nov 2010 12:40:20 GMT

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Turning negatives into positives.

I look forward to this and the entire community now getting behind TT 100%.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Gohax](#) on Tue, 30 Nov 2010 12:43:59 GMT

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papaelbo wrote on Tue, 30 November 2010 06:40Turning negatives into positives.

I look forward to this and the entire community now getting behind TT 100%.

I think most of the community has, but hasn't been able to do much.

Looking good guys. Will try and make it, if I can get Ren reinstalled before then, that is.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [GraYaSDF](#) on Tue, 30 Nov 2010 19:11:11 GMT

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I like to see you, guys. Good news, I hope, you will support Renegade in future. So, can I join with my custom scripts 3.4.4 or it doesn't matter?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [dr3w2](#) on Tue, 30 Nov 2010 21:36:04 GMT

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I'll try my best to make it and hope everyone else will as well.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Hypnos](#) on Tue, 30 Nov 2010 22:21:37 GMT

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GraYaSDF wrote on Tue, 30 November 2010 19:11 I like to see you, guys. Good news, I hope, you will support Renegade in future. So, can I join with my custom scripts 3.4.4 or it doesn't matter?

You can join with 3.4.4 if you want, just don't use the Leaked 4.0

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [StealthEye](#) on Tue, 30 Nov 2010 22:57:42 GMT

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Use whatever scripts.dll you would normally use. The idea is to ensure that everything (still) works. Well, everything except from the leaked version.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Catalyst](#) on Wed, 01 Dec 2010 01:54:59 GMT

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EvilWhiteDragon wrote on Tue, 30 November 2010 03:35 Caveman wrote on Tue, 30 November 2010 09:39 Whats going to happen to people that join the server with the leaked scripts 4.0?

Banned/Cant join etc...

I can't recommend joining with a 4.0 client. Updates will be posted.

By the way, we don't like people violating our copyrights, which just so happens to be when you have a copy of the leaked TT.

And APB/Reborn Testers?

What about us?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [jonwil](#) on Wed, 01 Dec 2010 02:17:40 GMT

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APB/reborn testers should join with the scripts build they have.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [jonwil](#) on Wed, 01 Dec 2010 02:19:26 GMT

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reborn wrote on Tue, 30 November 2010 19:08I am looking forward to the server owner release and looking at the plugin capabilities and source code.

Well this server release of the new SSGM wont include actual code yet as its a beta test.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Goztow](#) on Wed, 01 Dec 2010 07:18:23 GMT

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The major server owners have decided to promote this test by locking their servers at said time and referring their player base to the TT test server. I want to say a huge thanks to all concerned server owners for this .

Also a question: will the TT test server run classic AOW with some TT changes, if so which TT changes? I'm thinking of points fix, possibly the refill from outside of the buildings "fix", 2,5 credits per second instead of 2, etc? Will all server side TT changes be included already?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Caveman](#) on Wed, 01 Dec 2010 09:32:30 GMT

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What no PT from outside... You can't fix that!

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Spoony](#) on Wed, 01 Dec 2010 09:35:12 GMT

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it's an optional fix, like the fix for the point bug.

may as well include those options for the server, other communities will be perfectly entitled to turn them off in theirs.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Caveman](#) on Wed, 01 Dec 2010 09:41:56 GMT

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Spoony wrote on Wed, 01 December 2010 09:35: it's an optional fix, like the fix for the point bug.

may as well include those options for the server, other communities will be perfectly entitled to turn them off in theirs.

I think that would be best... I can't play the game without PT'ing from outside.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [StealthEye](#) on Wed, 01 Dec 2010 10:33:21 GMT

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It will run SSGM 4.0, points fix, 2.5 credits/sec. Accessing PTs from the outside is still possible. It will include all TT functionality, but of course part of it will only work with 4.0 clients.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Wed, 01 Dec 2010 10:46:42 GMT

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jonwil wrote on Wed, 01 December 2010 03:17: APB/reborn testers should join with the scripts build they have.

Thank you JonWil, of making the internal discussion I had planned unnecessary. That is really something you need to learn, COMMUNICATE. We're a team, and decisions should be made when at least most of us agree. I don't know if it's a good idea to have 4.0 scripts on the server as well.

I'll make an internal thread on why.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Wed, 01 Dec 2010 10:48:19 GMT

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Spoony wrote on Wed, 01 December 2010 10:35it's an optional fix, like the fix for the point bug.

may as well include those options for the server, other communities will be perfectly entitled to turn them off in theirs.

Did we even touch that? I though we didn't?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Hitman](#) on Wed, 01 Dec 2010 13:20:32 GMT

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i can already see myself somehow managing to showup, yet there wont be any place ingame

and no, i am not a psychic

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Wed, 01 Dec 2010 17:08:03 GMT

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Hitman wrote on Wed, 01 December 2010 14:20i can already see myself somehow managing to showup, yet there wont be any place ingame

and no, i am not a psychic

We'll up more places as we go, if there are no crashes and the SFPS is > 55. We're willing to go all the way of 127 players if that would be necessary and possible with reasonable SFPS.

I have no idea how much players an Intel Xeon X3430 (2,4Ghz Nehalem based) CPU can take.

If Jelly or another community with large servers and high playercounts could provide us with some data on thier CPU, CPU load and playercounts we might be able to put up an estimate.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Jarhead](#) on Wed, 01 Dec 2010 17:12:47 GMT

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andr3w282 wrote on Tue, 30 November 2010 15:36I'll try my best to make it and hope everyone else will as well.

Same here, looking forward to it.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Jerad2142](#) on Wed, 01 Dec 2010 19:35:52 GMT

EvilWhiteDragon wrote on Wed, 01 December 2010 03:46 Thank you JonWil, of making the internal discussion I had planned unnecessary. That is really something you need to learn, COMMUNICATE. We're a team, and decisions should be made when at least most of us agree. I don't know if it's a good idea to have 4.0 scripts on the server as well.

I'll make an internal thread on why.

Wow, and this is coming from someone that has people on the forums muted. You really need to grow a pair and chill, all your public PMSing is accomplishing is 2 things:

1. Its making TT team look childish and disorganized.
2. It makes Troop feel like his actions are justified just to see you getting overworked over nothing.

In addition, nothing good can come out of releasing another update so soon after that last leaked version, doing so will only make it easier for people to figure out what changed between the incremental release and the final, making it easier for hackers to see how anything security related has been changed.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 01:37:25 GMT

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Jerad Gray wrote on Wed, 01 December 2010 20:35 EvilWhiteDragon wrote on Wed, 01 December 2010 03:46 Thank you JonWil, of making the internal discussion I had planned unnecessary. That is really something you need to learn, COMMUNICATE. We're a team, and decisions should be made when at least most of us agree. I don't know if it's a good idea to have 4.0 scripts on the server as well.

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Wow, and this is coming from someone that has people on the forums muted. You really need to grow a pair and chill, all your public PMSing is accomplishing is 2 things:

1. Its making TT team look childish and disorganized.
2. It makes Troop feel like his actions are justified just to see you getting overworked over nothing.

In addition, nothing good can come out of releasing another update so soon after that last leaked version, doing so will only make it easier for people to figure out what changed between the incremental release and the final, making it easier for hackers to see how anything security related has been changed.

The leak already happened. The only thing we can do now is hope that people won't use it for the simple reason that it is probably not stable. Also there is a big difference in the source leaked and the binaries leaked. The binaries are not the greatest problem, the source code potentially is.

I however don't see how you can see the attempt of killing a game as justified for anything. You should know as a coder what kind of impact this could have on all Renegade-based mods, that includes RP2.

The simple problem is that there is quite a lot of reversed engineered netcode functions in the scripts. They behave pretty much the same as the original Renegade netcode functions, but some

have some extra security measures. With the code it is potentially a lot easier to crash any Renegade-based server.

To release something just for revenge is something that is really childish. Not to mention getting personal by impersonating and posting personal information about some one.

Edit: last bit added in because Trooprnm though he should get back at me personally when I send out copyright notices to services as megaupload. I really don't see how anyone could see that as justifiable, and I do seriously doubt one's morals when he or she claims that it is justifiable.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [halo2pac](#) on Thu, 02 Dec 2010 01:41:17 GMT

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128 PLAYER GAME ALL DAY LETS GO!

also:

22:00:00 Sunday December 5, 2010 in CET converts to

16:00:00 Sunday December 5, 2010 in US/Eastern

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 02:40:39 GMT

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halo2pac wrote on Thu, 02 December 2010 02:41 128 PLAYER GAME ALL DAY LETS GO!

also:

22:00:00 Sunday December 5, 2010 in CET converts to

16:00:00 Sunday December 5, 2010 in US/Eastern

If you click on the time in the first post, it'll link you though to a page which auto-converts it to your local time even easier as a lot of people don't know their own timezone very well. I think it even works well with odd daylight saving times.

Oh, and I'm pretty sure 128 players is impossible. 127 might work, but anything more is over the FDS limit. And I'm pretty sure that has not changed in TT

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Nightma12](#) on Thu, 02 Dec 2010 03:23:32 GMT

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I will be a few hours late... but if this is still up I will be there.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 10:39:27 GMT

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Updated TS to reflect the proper XWIS details.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Goztow](#) on Thu, 02 Dec 2010 11:31:49 GMT

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Would you be willing to write down your beta test conclusions and possibly a small "evolution report" for the renegade community website? I can send you some questions if wanted.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Thu, 02 Dec 2010 11:34:38 GMT

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Goztow wrote on Thu, 02 December 2010 12:31: Would you be willing to write down your beta test conclusions and possibly a small "evolution report" for the renegade community website? I can send you some questions if wanted.

Yes, sure why not? If you e-mail me the questions I'll try to have them answered as soon as possible after the event.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [-TLS-DJ-EYE-K](#) on Thu, 02 Dec 2010 15:47:01 GMT

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Me trying to be there

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [braner101](#) on Thu, 02 Dec 2010 22:33:40 GMT

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/me joins to it

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Gohax](#) on Thu, 02 Dec 2010 22:48:04 GMT

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Well, seeing as how this is at 3PM, I may be able to make this before work.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Generalcamo](#) on Fri, 03 Dec 2010 01:59:39 GMT

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May troop Die and go to hell (If it existed, with the titans in Tartarus), and I will come to this event to undo his wrong doing.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [patman3](#) on Fri, 03 Dec 2010 03:15:22 GMT

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I want to try it also - I have 3.4.4 and I fully support TT, but I know very little about the details. Is there a donate button? Thanks...

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [GraYaSDF](#) on Fri, 03 Dec 2010 14:58:39 GMT

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EvilWhiteDragon wrote on Thu, 02 December 2010 05:40

If you click on the time in the first post, it'll link you though to a page which auto-converts it to your local time even easier as a lot of people don't know their own timezone very well. I think it even works well with odd daylight saving times.

I know where to convert the time, but thanks, now I can see my time on server much easier.

P.S.: Sunday is my birthday... hmmm, I'll try to be on serv anyway!)))

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Jamie or NuneGa](#) on Fri, 03 Dec 2010 16:04:02 GMT

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Sorry if you explained this, but don't have the time to read all the posts, basically troop has released a large amount of the tt code to 0x90?

Jamie.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Caveman](#) on Fri, 03 Dec 2010 16:07:47 GMT

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Not just TT code but Renegade code and its not just to 0x90, he posted it everywhere.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [\[SiN\]StonerMk2](#) on Sat, 04 Dec 2010 04:06:43 GMT

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Sounds awesome guys. Will definitely try and reinstall Renegade before the Beta.

Sorry for all the bad luck you guys have had. Kinda pathetic people had to leak something thats trying to rebuild a almost dead game. Even more so when its something thats for the community and its been done in ya'lls spare time with no donations asked for.

Wish you guys luck with the beta and the future release.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [halo2pac](#) on Sun, 05 Dec 2010 04:52:49 GMT

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EvilWhiteDragon wrote on Wed, 01 December 2010 21:40

If you click on the time in the first post, it'll link you though to a page which auto-converts it to your local time

that link wasnt there before.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Sun, 05 Dec 2010 13:19:49 GMT

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halo2pac wrote on Sun, 05 December 2010 05:52EvilWhiteDragon wrote on Wed, 01 December 2010 21:40

If you click on the time in the first post, it'll link you though to a page which auto-converts it to your local time

that link wasnt there before.

I'm sorry, but it was.

Anyway, Reminder people! This is TONIGHT! WE WANT A BATSHIT CRAZY LOAD OF PEOPLE!

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [z310](#) on Sun, 05 Dec 2010 16:14:23 GMT

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EvilWhiteDragon wrote on Sun, 05 December 2010 05:19Anyway, Reminder people! This is TONIGHT! WE WANT A BATSHIT CRAZY LOAD OF PEOPLE USING POKEMON NICKS!

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Jamie or NuneGa](#) on Sun, 05 Dec 2010 17:58:36 GMT
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So I don't need to remove skins or anything, the server will force pre sets on me?

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Sun, 05 Dec 2010 20:22:12 GMT
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ImJamie wrote on Sun, 05 December 2010 18:58So I don't need to remove skins or anything, the server will force pre sets on me?

No, since you're not running TT, you will need to delete advantage skins, if you currently have advantage skins, buildingbars or similar things.

Edit: made clear I was talking about advantage skins. Skins shouldn't be a problem.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Generalcamo](#) on Sun, 05 Dec 2010 20:42:45 GMT
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I'll be joining in with a hud with BB and radar to test your anti cheat system.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Prulez](#) on Sun, 05 Dec 2010 20:45:32 GMT
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Anti skins and so on does not work yet, that's the client part of TT's anti-cheat. Currently the server part of TT is being tested..

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Xpert](#) on Sun, 05 Dec 2010 21:20:54 GMT
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Generalcamo wrote on Sun, 05 December 2010 15:42I'll be joining in with a hud with BB and radar to test your anti cheat system.

LOL...

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [HaTe](#) on Sun, 05 Dec 2010 21:31:04 GMT

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Well.....needs work. To put it simple.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [liquidv2](#) on Sun, 05 Dec 2010 21:41:26 GMT

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alright, test concluded! thanks for showing up guys, it was a huge success!

what were we testing

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [HaTe](#) on Sun, 05 Dec 2010 21:48:28 GMT

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Anything and everything i suppose.....

Fact is that almost everything and anything didn't work properly, or at all. Only a few things worked the way intended afaik. I know it was a first test sort of thing....but did anything actually work to plan?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Prulez](#) on Sun, 05 Dec 2010 21:52:02 GMT

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HaTe wrote on Sun, 05 December 2010 22:48Anything and everything i suppose.....

Fact is that almost everything and anything didn't work properly, or at all. Only a few things worked the way intended afaik. I know it was a first test sort of thing....but did anything actually work to plan?

Test is still ongoing, though it's a lot of lag and crashes..

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Xpert](#) on Sun, 05 Dec 2010 21:52:28 GMT

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I bought a sniper outside of a building, did I do good ?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [liquidv2](#) on Sun, 05 Dec 2010 22:13:51 GMT

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i had to manually reload my pistol cuz it came with 12 bullets already in it
this is an outrage

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Gen_Blacky](#) on Sun, 05 Dec 2010 22:49:43 GMT

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liquidv2 wrote on Sun, 05 December 2010 16:13i had to manually reload my pistol cuz it came
with 12 bullets already in it
this is an outrage

lol

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Hypnos](#) on Sun, 05 Dec 2010 23:44:55 GMT

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After the third crash, I gave up trying.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [havoc9826](#) on Sun, 05 Dec 2010 23:51:30 GMT

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Here's some crashdumps, screenshots of the crazy kbps, and a video of something I noticed with
the minigun ammo (not sure if that is due to the ping or not since I hadn't played in a euro server
in forever before this)

File Attachments

1) [TT-Dec-5-2010.zip](#), downloaded 132 times

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [papaelbo](#) on Mon, 06 Dec 2010 00:11:18 GMT

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Hi, thanks for letting us be a part of the server testing. Had some crazy 700+kbps at one point and a number of client crashes but it was good to stick around and help out.

Just a quick demo video of the weapon glitch i found which basically made my hotwire rushes useless (until someone pointed out you can still press the weapon number!).

<http://www.mediafire.com/?rimqujbnxk3xl3b>

Also have a number of crashdump.txt files if you need them.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Mon, 06 Dec 2010 00:35:59 GMT
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liquidv2 wrote on Sun, 05 December 2010 22:41 alright, test concluded! thanks for showing up guys, it was a huge success!

what were we testing

Well, how well the TT server scripts were behaving. As you might have noticed, they cause lag and were not as stable as they should be.

That was what we were testing, and we did a good job.

Thanks everyone that showed up and thanks to the serverowners that shut their server down so we would get more players.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [GraYaSDF](#) on Mon, 06 Dec 2010 00:43:48 GMT
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I got a one crashdump with original 3.4.4. Also, I can't play on server with custom scripts 3.4.4, only original. But the Renegade Resurrection client is working perfectly. Maybe, I should write scripts on 2005 and not change the engine.

File Attachments

1) [graya_crashdump.rar](#), downloaded 138 times

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Gen_Blacky](#) on Mon, 06 Dec 2010 03:24:01 GMT
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stop using vs 2005

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [halo2pac](#) on Mon, 06 Dec 2010 03:40:33 GMT

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College + MSDNAA = free windows 7 + vs 2010 PRO. Also that was interesting and I liked the Join queue. (yes thats how you spell queue)

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Lone0001](#) on Mon, 06 Dec 2010 05:05:53 GMT

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Aside from all of the crashes those were some good games.

I loved how like twice on Walls_Flying I bought a sniper and moments later my client crashed.

PS. I missed having to reload my pistol, I kept going to my pistol thinking I needed to reload it after spawning, as I'm sure many did.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Ethenal](#) on Mon, 06 Dec 2010 05:50:53 GMT

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Wait, CLIENTS were crashing? How did that happen? Bad data?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [jonwil](#) on Mon, 06 Dec 2010 06:04:09 GMT

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The client crashes occurred because the server sent a network object with an ID that the old client didnt understand (i.e. didnt have a registered handler for).

StealthEye is on the case of all the problems we had including the lag, client crashes and mass-disconnections.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [danpaul88](#) on Mon, 06 Dec 2010 07:56:32 GMT

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Now maybe you can all understand why we were not ready to make a public release of TT despite all your nagging....

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Goztow](#) on Mon, 06 Dec 2010 07:59:46 GMT

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I'm sure it was very interesting. The TT "interview" concerning the test is now being approved and will be posted later today.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Spyder](#) on Mon, 06 Dec 2010 08:34:49 GMT

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papaelbo wrote on Mon, 06 December 2010 01:11Hi, thanks for letting us be a part of the server testing. Had some crazy 700+kbps at one point and a number of client crashes but it was good to stick around and help out.

Just a quick demo video of the weapon glitch i found which basically made my hotwire rushes useless (until someone pointed out you can still press the weapon number!).

<http://www.mediafire.com/?rimqujbnxk3xl3b>

Also have a number of crashdump.txt files if you need them.

That "glitch" already existed in the leaked 4.0 files.

Sorry guys, couldn't resist to just test them. I deleted them after trying so no worries

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Tiesto](#) on Mon, 06 Dec 2010 11:01:21 GMT

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Look forward to the tests in the future, i might have fixed my renegade by then.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Hypnos](#) on Mon, 06 Dec 2010 13:38:58 GMT

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Crimson wrote on Sat, 21 June 2008 19:57We don't have a date set in stone yet but we do have a LOT of stuff already done, too. Don't look for this to be done in the next month but we needed to make sure with you guys that we were on the right track with something the community wants and needs.

Two and a half years later; we have our first public test.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [EvilWhiteDragon](#) on Mon, 06 Dec 2010 13:56:27 GMT
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Hypnos wrote on Mon, 06 December 2010 14:38Crimson wrote on Sat, 21 June 2008 19:57We don't have a date set in stone yet but we do have a LOT of stuff already done, too. Don't look for this to be done in the next month but we needed to make sure with you guys that we were on the right track with something the community wants and needs.

Two and a half years later; we have our first public test.
Hypnos, if you can do better go ahead, otherwise go fuck yourself please.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Goztow](#) on Mon, 06 Dec 2010 14:16:07 GMT
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EWD -> PM.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Tiesto](#) on Mon, 06 Dec 2010 14:16:56 GMT
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haha, Haggis boy got told!

Anyway, any idea when our next peek at TT will be?

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Hypnos](#) on Mon, 06 Dec 2010 14:54:11 GMT
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EWD, bite me.

I was saying that despite the long wait, there's finally some work to show for it.

Subject: Re: Tiberian Technologies announces server beta test!
Posted by [Jerad2142](#) on Mon, 06 Dec 2010 15:53:06 GMT
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Anon wrote on Mon, 06 December 2010 01:34papaelbo wrote on Mon, 06 December 2010 01:11Hi, thanks for letting us be a part of the server testing. Had some crazy 700+kbps at one point and a number of client crashes but it was good to stick around and help out.

Just a quick demo video of the weapon glitch i found which basically made my hotwire rushes useless (until someone pointed out you can still press the weapon number!).

<http://www.mediafire.com/?rimqujbnxk3xl3b>

Also have a number of crashdump.txt files if you need them.

That "glitch" already existed in the leaked 4.0 files.

Sorry guys, couldn't resist to just test them. I deleted them after trying so no worries
It's not a glitch, they did it on purpose, however they forgot to account for the fact that some weapons (remote c4) need to still be able to be selected to detonate, not that this is really an issue beings you can manually select it with the number keys, but for C4 rushes I'm sure it can be a pain.

What did we get as far as player counts were concerned on the test server this weekend?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [fredcow9](#) on Mon, 06 Dec 2010 17:28:43 GMT

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EvilWhiteDragon wrote on Mon, 06 December 2010 13:56Hypnos wrote on Mon, 06 December 2010 14:38Crimson wrote on Sat, 21 June 2008 19:57We don't have a date set in stone yet but we do have a LOT of stuff already done, too. Don't look for this to be done in the next month but we needed to make sure with you guys that we were on the right track with something the community wants and needs.

Two and a half years later; we have our first public test.

Hypnos, if you can do better go ahead, otherwise go fuck yourself please.
fail

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Gen_Blacky](#) on Mon, 06 Dec 2010 17:32:56 GMT

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I thought the test went very well even with all the crashes. They also probqly have enough crash dumps to solve the issues.

Subject: Re: How did this happen?

Posted by [CarrierII](#) on Mon, 06 Dec 2010 17:54:30 GMT

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Anyone who thinks a beta test that crashed several times, and showed many issues was a failure could do with understanding how software is written, and why the test was run...

Put simply:

If everything worked, it wouldn't have been a test, would it?

Subject: Re: How did this happen?

Posted by [EvilWhiteDragon](#) on Mon, 06 Dec 2010 18:31:59 GMT

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CarrierII wrote on Mon, 06 December 2010 18:54 Anyone who thinks a beta test that crashed several times, and showed many issues was a failure could do with understanding how software is written, and why the test was run...

Put simply:

If everything worked, it wouldn't have been a test, would it?

Indeed. We knew it would behave half decent, but we were not sure. Because of this we didn't send out a copy to the server owners just yet. They, and you, the players, would be a lot more pissed if we had done that.

As soon as Crimson agrees on the interview answers I wrote, it'll be posted here and on rencom. When that'll be depends on when she'll be online.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [dr3w2](#) on Mon, 06 Dec 2010 19:25:55 GMT

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I just want to say thank you to the communities who voluntarily password-protected their servers to help forward players to the BI TT test server. It's great to see communities who actually wish to actually help this game pull together for things like this.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Mon, 06 Dec 2010 20:02:48 GMT

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andr3w282 wrote on Mon, 06 December 2010 20:25 I just want to say thank you to the communities who voluntarily password-protected their servers to help forward players to the BI TT test server. It's great to see communities who actually wish to actually help this game pull together for things like this.

^^ And that is what we need. Renegade will not grow much if any, so if we want Renegade to continue to be fun, we need to work together.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Xpert](#) on Mon, 06 Dec 2010 21:01:34 GMT

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andr3w282 wrote on Mon, 06 December 2010 14:25I just want to say thank you to the communities who voluntarily password-protected their servers to help forward players to the BI TT test server. It's great to see communities who actually wish to actually help this game pull together for things like this.

I wub you.

PS. The crashes were your fault.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Creed3020](#) on Tue, 07 Dec 2010 00:14:25 GMT

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halo2pac wrote on Sun, 05 December 2010 22:40College + MSDNAA = free windows 7 + vs 2010 PRO. Also that was interesting and I liked the Join queue. (yes thats how you spell queue)

Might say this is also good in Canada. I also got the same from my university in Canada. It is a great program if you get a chance to use it.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [HaTe](#) on Tue, 07 Dec 2010 03:37:25 GMT

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Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Starbuzz](#) on Tue, 07 Dec 2010 04:10:42 GMT

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andr3w282 wrote on Mon, 06 December 2010 13:25I just want to say thank you to the communities who voluntarily password-protected their servers to help forward players to the BI TT test server. It's great to see communities who actually wish to actually help this game pull together for things like this.

wow...that's nice. May I know what were all the communities that did this? seems Atomix was 1 of them. Who were the others?

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [GraYaSDF](#) on Tue, 07 Dec 2010 05:07:01 GMT

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Gen_Blacky wrote on Mon, 06 December 2010 06:24stop using vs 2005

I modified scripts on 2008 and my game freezes when I connected to the server. I don't plan to use 2005, so, it's only my opinion.

P.S.: Finally, I hope, Renegade will never die.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [dr3w2](#) on Tue, 07 Dec 2010 05:32:44 GMT

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Starbuzz wrote on Mon, 06 December 2010 22:10andr3w282 wrote on Mon, 06 December 2010 13:25I just want to say thank you to the communities who voluntarily password-protected their servers to help forward players to the BI TT test server. It's great to see communities who actually wish to actually help this game pull together for things like this.

wow...that's nice. May I know what were all the communities that did this? seems Atomix was 1 of them. Who were the others?

Alphabetical off the top of my head:

Atomix, Black-Intel, Jelly, n00bstories, The-Koss

Somone please correct me if I missed a community.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [dr3w2](#) on Tue, 07 Dec 2010 05:36:01 GMT

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HaTe wrote on Mon, 06 December 2010 21:37Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress?

I don't know the specifics, but stealtheye managed to tweak the server settings properly and I personally had a relatively stable connection (From Canada, server was in EU too) when it was full at 40players.

By the end the only issue was what appeared to be a *random* mass-disconnect of all clients for some reason, which they will no doubtably be able to fix.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [jonwil](#) on Tue, 07 Dec 2010 06:01:05 GMT

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Just to let everyone know that I think I solved the client crashes and the weapon thing related to C4

StealthEye is still looking into the lag problems.

The other weapon issue reported was lag related as far as we can tell.

No clue of any ETA on this so dont bother asking.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Jerad2142](#) on Tue, 07 Dec 2010 19:21:18 GMT

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andr3w282 wrote on Mon, 06 December 2010 22:36HaTe wrote on Mon, 06 December 2010 21:37Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress? I don't know the specifics, but stealtheye managed to tweak the server settings properly and I personally had a relatively stable connection (From Canada, server was in EU too) when it was full at 40players.

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Server probably just got it DoS'd, people seem to enjoy doing it to the Roleplay 2 server.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [EvilWhiteDragon](#) on Tue, 07 Dec 2010 19:55:50 GMT

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Jerad Gray wrote on Tue, 07 December 2010 20:21andr3w282 wrote on Mon, 06 December 2010 22:36HaTe wrote on Mon, 06 December 2010 21:37Apparently I didn't give the server enough of a chance must be. I was in the server for a total of maybe 2 mins, because I couldn't stand the incredible warp. Perhaps I should have realized that it was just a beta, and should have issues. My bad. So, what exactly did work, and what didn't? Did TT end up fixing the massive warp and crashes yet, or is it in progress?

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By the end the only issue was what appeared to be a *random* mass-disconnect of all clients for some reason, which they will no doubtably be able to fix.

Server probably just got it DoS'd, people seem to enjoy doing it to the Roleplay 2 server.

It was an event which should not have been send to the <4.0 clients. Older clients don't know the event and thus crashed. If they would've disconnected you might have been right. And as JW said above you already, that's FIXED.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [StealthEye](#) on Thu, 09 Dec 2010 16:29:01 GMT

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Yeah, I was considering an UDP flood at first as well, but the crashdumps show that it was a genuine TT bug, and it was easy enough to fix.

Subject: Re: Tiberian Technologies announces server beta test!

Posted by [Hypnos](#) on Thu, 09 Dec 2010 17:34:09 GMT

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I'm glad you got it sorted. Any ideas on when the next testing will be? And, will it be client - server side, or just server side?
