Subject: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Mon, 08 Aug 2011 19:47:43 GMT
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TT 4.0 Test Event - Round #2
Hey all, we will be holding a mixed public and ttesters Renegade 4.0 Test Event coming
Friday the 12th of August 2011:
@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)
(Check Other Time Zones)

General Information
We will be testing the server performance again (SSGM 4.0) and scout for general bugs that are
currently either unknown or not yet fixed.
Please do not report found bugs while ingame, instead i encourage everyone to register on
http://www.renegadeforums.com and post in the Tiberian Technologies forums what you may find.
Patch Features and Known Bugs :: Do not report any bugs listed here please.

When you do report a bug please be as specific as you can possibly be:
What Operating System are you running?
32 bit or 64 bit?
What Renegade version are you using? Stock? 1.9(CP1)?, 2.3(CP2)?, 2.9.2? 3.4.4? 4.0?
What map did the bug occur on?
What was going on when the bug occurred?

What do you need?
This is a public and ttesters event which means anyone may join in the test.
The server runs several custom made maps (listed below) so you must make sure you have them
installed in your Renegade. Download this mappack and install it in your Data folder:
http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_01.zip
(Note: ttesters don't need to download any of the maps or mappack, the integrated resource
manager will download maps on-the-fly)

Server Information
IP = 109.230.246.231
Port = 4848
XWIS Nickname = tt4serv (sort by hostname and you'll find it quicker)
Maprotation:
C&C_Hourglass
C&C_Field
C&C_Mesa
C&C_Complex
C&C_City_Flying
C&C_Under
C&C_City
C&C_Walls_Flying
C&C_Walls

C&C_Volcano
C&C_Glacier_Flying
C&C_Islands
C&C_Jonwils_Lair_b1
C&C_Alpine
C&C_BasinTS
C&C_BunkersTS
C&C_FieldTS
C&C_CliffsLX
C&C_Forgotten_Town
C&C_GlacierTS
C&C_Hangmans_Canyon
C&C_Lunar_Landing
C&C_River_RaidTS
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Tib_Pit_3
C&C_Uphill

Thanks for joining

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by iRANian on Mon, 08 Aug 2011 19:57:35 GMT
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I'll be there.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Mon, 08 Aug 2011 20:12:43 GMT
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i will be there (again)

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Gen_Blacky on Tue, 09 Aug 2011 03:11:57 GMT
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im out of town so I wont be their

Subject: Re: Renegade 4.0 Test Event - Round #2

Posted by jonwil on Tue, 09 Aug 2011 04:10:08 GMT
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9PM London daylight savings time (GMT+1) is 4AM GMT+8 (Perth, Australia) so I cant be there

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by NACHO-ARG on Tue, 09 Aug 2011 05:58:46 GMT
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any chance of change the event time so jonwil can be there?
i whould like 2 see him there, since he is prety much one of the most important members of TT team.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Tue, 09 Aug 2011 06:27:38 GMT
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test should be at 16:00 GMT (00:00 GMT+8)

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by jonwil on Tue, 09 Aug 2011 06:41:43 GMT
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Anything between say 06:00am GMT+8 (can be up that early if I set my alarm) and midnight GMT+8 would be ideal for me (anything beyond midnight is a bit late because if the test starts that late, its likely to finish later than I can stay up without collapsing

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Spyder on Tue, 09 Aug 2011 08:15:51 GMT
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Can't be there this time, have to work at that time

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Jamie or NuneGa on Tue, 09 Aug 2011 21:01:27 GMT
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if im not out looting

i'll be there

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by danpaul88 on Tue, 09 Aug 2011 21:12:50 GMT
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ImJamie wrote on Tue, 09 August 2011 22:01if im not out looting

Do you live near the riots? Can't be much fun with all that chaos going on....

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Goztow on Wed, 10 Aug 2011 06:30:28 GMT
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If I'm on MSN and someone bumps me :$.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Wed, 10 Aug 2011 06:43:56 GMT
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Note: TIME WAS CHANGED TO:

@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)

So Jonwil can make it too...

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Hitman on Wed, 10 Aug 2011 12:18:08 GMT
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does this mean TT will be released before we all die of old age?

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by danpaul88 on Wed, 10 Aug 2011 12:44:06 GMT
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Hitman wrote on Wed, 10 August 2011 13:18does this mean TT will be released before we all die

of old age?

Depends, are you currently older or younger than 95?

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Hitman on Wed, 10 Aug 2011 19:55:29 GMT
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older, infact i was here when the original TT announcement was made, many many years ago!

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Caveman on Wed, 10 Aug 2011 20:05:58 GMT
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zunnie wrote on Wed, 10 August 2011 07:43Note: TIME WAS CHANGED TO:

@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)

So Jonwil can make it too...

2PM Friday? If so, I can't make it... 8am-4pm work

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Wed, 10 Aug 2011 20:19:40 GMT
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Caveman wrote on Wed, 10 August 2011 16:05zunnie wrote on Wed, 10 August 2011 07:43Note:
TIME WAS CHANGED TO:

@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)

So Jonwil can make it too...

2PM Friday? If so, I can't make it... 8am-4pm work

We'll probably play longer than 2 hours So we'll be there when you get back maybe

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Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by Caveman on Wed, 10 Aug 2011 21:03:46 GMT
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Well if its still up at around 4:30ish i'll come and play albeit its normal maps... The new maps last time killed the fun

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Wed, 10 Aug 2011 21:42:16 GMT
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Caveman wrote on Wed, 10 August 2011 17:03Well if its still up at around 4:30ish i'll come and play albeit its normal maps... The new maps last time killed the fun

On the contrary lol, we had several nice games on the new maps imho

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by iRANian on Wed, 10 Aug 2011 21:49:44 GMT
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Yeah, it was refreshing to play on the new maps, although I didn't like all of them.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Fri, 12 Aug 2011 05:44:02 GMT
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i don't like them too

i would like to play my new map C&C_Enterway but isn't done

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by crazfulla on Fri, 12 Aug 2011 07:32:25 GMT
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The newmaps are the lifeblood of renegade now. The defaut ones have been played to death, if it weren't for the die hard fans this game would have died a long time ago.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by iRANian on Fri, 12 Aug 2011 07:34:25 GMT
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crazfulla wrote on Fri, 12 August 2011 00:32The newmaps are the lifeblood of renegade now. The defaut ones have been played to death, if it weren't for the die hard fans this game would have died a long time ago.
I imagine the anti-cheat will bring people back or more likely to play the game, I know some friends of mine who quit playing because every is using cheats these days. For some reason when I buy a sniper on Field there's always a guy ruining my KD, luckily they'll get banned after a few hours most of the time.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Fri, 12 Aug 2011 09:56:46 GMT
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my map is done, i hope will be on this tt test event

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by NACHO-ARG on Fri, 12 Aug 2011 10:34:24 GMT
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show some pics man

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by danpaul88 on Fri, 12 Aug 2011 10:39:01 GMT
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sla.ro(master) wrote on Fri, 12 August 2011 10:56my map is done, i hope will be on this tt test event

Unless its in the map list at the start of the topic it won't be part of the event since non 4.0 players won't be able to get a copy.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Fri, 12 Aug 2011 11:53:46 GMT
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maybe this map will be on third test

i tried to contact zunnie but i think his busy

File Attachments
1) enterway_museum.png, downloaded 467 times

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Fri, 12 Aug 2011 12:26:14 GMT
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It's a bit too short notice to add the map. Nobody will have it
I'll add it for the Round 3 test event.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by zunnie on Fri, 12 Aug 2011 12:47:06 GMT
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Server is online and updated to latest revision
Lets lock and load and roll and rock.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by EvilWhiteDragon on Fri, 12 Aug 2011 13:52:42 GMT
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Sla.ro, quit hijacking every thead with your stupid releases. IF they're good they'll get picked with
out you ruining every topic with them.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by sla.ro(master) on Fri, 12 Aug 2011 17:53:15 GMT
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zunnie wrote on Fri, 12 August 2011 15:26It's a bit too short notice to add the map. Nobody will
have it
I'll add it for the Round 3 test event.

ok, will be nice to play it on third test.

Subject: Re: Renegade 4.0 Test Event - Round #2
Posted by crazfulla on Sat, 13 Aug 2011 03:06:24 GMT
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I downloaded adn installed the mappack, but when i try to join it comes up missing map.
Is the server still up? this would indicate it is, but I can't join.