
Subject: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [zunnie](#) on Mon, 29 Aug 2011 17:25:58 GMT

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TT 4.0 Test Event - Round #5 FINAL (probably)

Hey all, we will be holding a mixed public and testers Renegade 4.0 and probably the FINAL PRE-BETA Test Event coming

Saturday the 3rd of September 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. Also this is the final pre-beta release test. So we double encourage everyone to drop by for a half hour or so.

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 testers 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

http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_02.zip

(Note: testers don't need to download any of the maps or mappacks, 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: Several custom maps selected from the two packages listed above plus the Westwood

original Renegade maps.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [Caveman](#) on Mon, 29 Aug 2011 17:37:15 GMT

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I know this is set early because of JW and his timezone but can I suggest we have this event twice? 9am NY/2pm GMT is a bit early for some people so I suggest having the event again at say 8PM GMT and w/e that is for the others.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [zunnie](#) on Mon, 29 Aug 2011 17:42:48 GMT

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Well officially the event starts at 3pm amsterdam time, but the servre is online 24/7 anyway so... The event takes place all day starting at 3pm

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [Caveman](#) on Mon, 29 Aug 2011 17:56:37 GMT

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Yes I know that but typically if you start at 2pm by the time it gets to 8pm it would have long finished so if you could get the regulars to rejoin again it would be beneficial. JW just wont be able to attend

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [jonwil](#) on Tue, 30 Aug 2011 01:27:44 GMT

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Its a Saturday so most people shouldn't have things like school or work getting in the way.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5

Posted by [Intradox](#) on Tue, 30 Aug 2011 03:58:36 GMT

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I'll try and be there

So is it Scripts 4.0 will first be a public beta, then eventually become an official patch that you must download in order to play renegade online? I think that's what I've read but I just wanted to make sure

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [Gen_Blacky](#) on Tue, 30 Aug 2011 04:01:08 GMT
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jonwil wrote on Mon, 29 August 2011 18:27Its a Saturday so most people shouldn't have things like school or work getting in the way.

most people have hangovers that day

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [crazfulla](#) on Tue, 30 Aug 2011 07:46:39 GMT
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Sweet back to a more managable time... I will probably be on from a few hours prior to the "official" start time, if anyone wants to join in.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [NACHO-ARG](#) on Tue, 30 Aug 2011 07:52:35 GMT
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it will be 10 am for me but i will try to be there anyway, hope you ppl will get this finished soon

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [thomaseperor](#) on Tue, 30 Aug 2011 10:44:30 GMT
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Count me in.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [iRANian](#) on Tue, 30 Aug 2011 13:35:47 GMT
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I'll be there

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [a000clown](#) on Tue, 30 Aug 2011 17:13:38 GMT
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Gen_Blacky wrote on Tue, 30 August 2011 00:01jonwil wrote on Mon, 29 August 2011 18:27Its a Saturday so most people shouldn't have things like school or work getting in the way.

most people have hangovers that day
I'll be working that day, probably with a hangover and roughly 2 hours of sleep

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [EvilWhiteDragon](#) on Tue, 30 Aug 2011 22:07:45 GMT
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a000clown wrote on Tue, 30 August 2011 19:13Gen_Blacky wrote on Tue, 30 August 2011 00:01jonwil wrote on Mon, 29 August 2011 18:27Its a Saturday so most people shouldn't have things like school or work getting in the way.

most people have hangovers that day
I'll be working that day, probably with a hangover and roughly 2 hours of sleep
Hmm Saturday isn't the usual day for hangovers. That has got to be Friday and Sunday.
Ow, and there is "Dance in the park" on Saturday, so I won't be there.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [kannies](#) on Wed, 31 Aug 2011 12:27:35 GMT
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I'm available for it.
So is the map cycle crash fixed from round 4? It is a bit dry walking out the door to see Field 10 times lol.

Subject: Re: Renegade 4.0 FINAL (probably) Test Event Round #5
Posted by [StealthEye](#) on Wed, 31 Aug 2011 13:02:36 GMT
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Yes. There are no known bugs that crash the server.
