I just wanted to bring up some things I've noticed so far while testing out this TT patch. I know this is still in BETA testing as well. I noticed that the load screen still displays info about the Core Patch 2 specifications. I assume this is a fix that will come at a later time.

I turned on the language filter the other day and I still noticed some curse words coming through, and some words that in certain context, could go both ways. I was wondering if this option could be made to include more, no matter what context the curse is being used. I figure this is an option, it can be VERY strict.

I've also noticed the chat box has become nearly impossible to follow sometimes for a number of reasons. The increased amount of players in the game, and ALL the notifications that they produce. I think things like... "trunkskgb is repairing the Airstrip", or "trunkskgb has disarmed a C4", could be removed to decrease the chance of flooding the chat box. It's all nice stuff, but I'm not sure it is really needed.

I've also noticed there is now XP in which players can earn, and advance in rankings. I know not what rewards are offered because of this, but I had two questions about this. First, could this be linked to the "Ranking" screen in Renegade just before you click on "Advanced Game Listings". That screen has been disabled for some time, and it would be cool to keep track of your stats and W/L column. Perhaps more stats could be added as well to that screen. My second question is, with this new XP and ranking system, what can you earn at each stage?

I've also noticed that when a new map comes up in the server, and the players client automatically downloads before play, I have experienced a few times that even I already have the map in my folder, it downloads "another" copy of it. Is that a bug? Today I joined a server and the map was "Conquest Winter". I have that map, it's old and has never changed, yet the server forced me to download it still. I still have one copy of that map in my folder, so it is possibly over writing them.

I had one last question about the weird voice over's I keep hearing like... you type in "wow", and a character from Renegade says" wow". Is that server side only, and...is there any way to mute them without muting your sfx?

Also, I've looted some weapons via a spawn point or from a dead player, but they do not show in my inventory. What's up with that?

I've also noticed...just kidding. I began nearly every paragraph like that...wow lol.

2,3,and, 5 are all done by the server and doesn't have to do with 4.0.

Subject: Re: Random TT experiences
Posted by EvilWhiteDragon on Mon, 24 Oct 2011 06:45:47 GMT
View Forum Message <> Reply to Message

Quote:
I've also noticed that when a new map comes up in the server, and the players client automatically downloads before play, I have experienced a few times that even I already have the map in my folder, it downloads "another" copy of it. Is that a bug? Today I joined a server and the map was "Conquest Winter". I have that map, it's old and has never changed, yet the server forced me to download it still. I still have one copy of that map in my folder, so it is possibly over writing them. Could be due to additional files being downloaded from that particular map package, like the quake sounds or similar. Also files don't get stored to your Renegade Data dir but to the TTFS folder. If I'm correct it currently resides in my documents/renegade, although I could be wrong due to recent changes.

Subject: Re: Random TT experiences
Posted by StealthEye on Mon, 24 Oct 2011 13:36:09 GMT
View Forum Message <> Reply to Message

The load screen I guess should be changed. I haven't actually read anything on those for quite a while, so I have no idea what they currently contain. I'll add it to the todo list.

Does the language filter still filter out the same things as in stock? I don't think we have any intent to change the language filter in TT.

If I am correct, the server owner can decide whether the additional messages are being displayed. Reducing the number of messages / presenting them better could be done, and I'll add an entry to the todo list, but it will not be a priority for now.

The experience/rank system is a serverside mod, not related to TT. The ingame rankings screen has been made to work again with the renegadeladder.com ladder system from what I heard.

There are two possible reasons why a map is being "re"downloaded: first, the map must be stored in the ttfs filesystem for technical reasons, this means that any .mix map that is already installed will be redownloaded when playing on a properly configured TT server. Second, the server may be supplying additional files to load together with the map (like textures, sounds, etc.). (Basically what EvilWhiteDragon said.)

The custom sounds and weapon drops are caused by serverside mods, not TT.

Thanks for your feedback.

About the ttfs\ directory location: it is located in your Renegade installation directory or in a subdir of %LOCALAPPDATA%\VirtualStore if Renegade was installed in a subdir of Program Files on Windows Vista or 7. It will be moved to %APPDATA%\Renegade\Client in the next beta to work better with UAC.

Subject: Re: Random TT experiences
Posted by trunkskgb on Mon, 24 Oct 2011 20:44:02 GMT
View Forum Message <> Reply to Message

Well, I hope servers will add more curse words to the profanity list so the filter actually servers a purpose. I mean, why bother even offering it if it does not filter anything lol.

As far the maps and additional filers are concerned, it seems as if it is my best interest to copy ALL of the maps and extra files that I already have in my data folder, into this TT folder so I won't have to download a "new" map each time. Then if I choose to play on another server, my maps are still in the data folder.

I hope some server owners will cut back on all those extra commands lines in the chat box. Makes it hard to read what your team is saying, when you could be trying to organize a rush of some sort. I guess we will see what happens lol.

Subject: Re: Random TT experiences
Posted by StealthEye on Mon, 24 Oct 2011 21:02:43 GMT
View Forum Message <> Reply to Message

Just moving the .mix files will not work. You would have to convert the packages using packageeditor.exe. I currently do not have the time to describe exactly how to do that.

Subject: Re: Random TT experiences
Posted by trunkskgb on Mon, 24 Oct 2011 22:27:13 GMT
View Forum Message <> Reply to Message

Eh, whatever lol. It's not like there huge files and everyone's PC is still the same old system they first had when they started playing. I hope not at least lol.

Subject: Re: Random TT experiences
Posted by trunkskgb on Mon, 24 Oct 2011 23:56:27 GMT
View Forum Message <> Reply to Message

I just played Volcano a short while ago, and I was approaching the GDI section of the tunnel, after it "T"s off near the cave. Two Havoc's were in front of me and they were invisible. Was that bug not sorted out in scripts 4.0?

Subject: Re: Random TT experiences
Posted by StealthEye on Tue, 25 Oct 2011 00:23:12 GMT
View Forum Message <> Reply to Message

This sounds like a VIS issue. I'll post it in the right place.

Subject: Re: Random TT experiences
Posted by trunkskgb on Wed, 02 Nov 2011 00:07:52 GMT
View Forum Message <> Reply to Message

I have to comment on the maps being replaced again. I played a couple games today and current map I joined on was "MetroTS"...or rather...."metrots". It was not the same file, but it was a new and different file. I heard people throughout the game talking about the fixes.

I hope we are going to have "FINAL" versions of these maps at the end because the idea of downloading and installing different versions of the SAME maps are going to deter people from installing them.

I understand that because of the separate TT folder where "doubles" of maps go, but I don't understand why a new version of MetroTS was introduced. Perhaps someone can clarify this and elaborate on the situation of new maps.

Subject: Re: Random TT experiences
Posted by EvilWhiteDragon on Wed, 02 Nov 2011 10:19:45 GMT
View Forum Message <> Reply to Message

Because the serverowner decided he wanted a different map? No idea what the reason behind this is, BUT I do know that TT isn't currently doing anything with maps officially. If you have different versions of a map then that's because some modeler wanted to change things.

Subject: Re: Random TT experiences
Posted by Xpert on Wed, 02 Nov 2011 23:31:51 GMT
View Forum Message <> Reply to Message

Different versions of the maps or the server redownloading maps to the client is because I'm assuming, the hash algorithm was changed to read files. They look like MD5 hashes.

trunkskgb wrote on Sun, 23 October 2011 23:05I
I think things like... "trunkskgb is repairing the Airstrip", or "trunkskgb has disarmed a C4", could be removed to decrease the chance of flooding the chat box. It's all nice stuff, but I'm not sure it is really needed.

Server side option. I'm going to assume you been playing at st0rm since it's the only busy 4.0 server at the moment.

trunkskgb wrote on Sun, 23 October 2011 23:05
I've also noticed there is now XP in which players can earn, and advance in rankings. I know not

what rewards are offered because of this, but I had two questions about this. First, could this be linked to the "Ranking" screen in Renegade just before you click on "Advanced Game Listings". That screen has been disabled for some time, and it would be cool to keep track of your stats and W/L column. Perhaps more stats could be added as well to that screen. My second question is, with this new XP and ranking system, what can you earn at each stage?

The XP system is something from Atomix with my medal system, implemented int St0rm by Wilo, converted into the St0rm setting and feel. We basically changed the old rank points system into XP system. Again, a st0rm feature.

trunkskgb wrote on Sun, 23 October 2011 23:05
I had one last question about the weird voice over's I keep hearing like... you type in "wow", and a character from Renegade says" wow". Is that server side only, and...is there any way to mute them without muting your sfx?

Another server side feature. Some servers have them, some don't.

trunkskgb wrote on Sun, 23 October 2011 23:05
Also, I've looted some weapons via a spawn point or from a dead player, but they do not show in my inventory. What's up with that?

Were you an SBH? Most likely you were. We have SBH picking up weapons set to disabled.

Subject: Re: Random TT experiences
Posted by trunkskgb on Thu, 03 Nov 2011 02:14:08 GMT
View Forum Message <> Reply to Message

Hmm, seems like everything I brought up here is server side. Good to know, thanks Xpert.

I've got some more things I noticed today. One of which is the screenshot link below, the other two I posted at the following...

File Attachments
1) Basin_LoginError.bmp, downloaded 247 times

Subject: Re: Random TT experiences

Posted by Xpert on Thu, 03 Nov 2011 04:42:57 GMT

View Forum Message <> Reply to Message

Server side issue again. Fixed. You really should post on st0rm.net lol.

Subject: Re: Random TT experiences
Posted by trunkskgb on Thu, 03 Nov 2011 13:09:24 GMT

View Forum Message <> Reply to Message

Ehh, we'll see. I really don't like much of the server side effects St0rm is running. I just came back again to see the new TT stuff. I'm hoping another server I used to frequent will re-open now thanks to the TT team. I would just go there. No use registering on St0rm if I have no business there lol.

Subject: Re: Random TT experiences
Posted by trunkskgb on Sun, 27 Nov 2011 17:31:33 GMT

View Forum Message <> Reply to Message

About two weeks ago, on Field I did and re spawned in the Hand, but I fell through the floor and died again. I am not sure if that is a bug to be fixed, I think I read something on it, but I cannot remember.

I have also had Renegade freeze on my entirely. Twice. If you minimize you get an error saying "Renegade has encountered a serious internal error". You also get another error, which the don't remember, but the dialogue window title is "Microsoft Visual Express C++".

I wish I had screen shots but when these errors come up, I am just focusing on getting rid of them.

Has anyone else experienced this?

I still get that error sometimes, when you leave a server, or get kicked, that when you get transferred back to the server listings, you have no sound or music...and you have to restart the client to fix it. Is that being fixed?

Subject: Re: Random TT experiences
Posted by StealthEye on Sun, 27 Nov 2011 23:04:44 GMT

View Forum Message <> Reply to Message

The Field hand problem is known and will be part of the map changes currently scheduled for beta 4.

If you get an "internal error" message, please provide the corresponding crashdump(s) it generated in My Documents\Renegade\Client\debug\. We need those to tell what happened and

to fix the issue.

I don't know about this sound issue. Is it new in TT or did it occur with stock as well?

Next time, please create separate topics for unrelated issues, that's easier to keep track of.

Subject: Re: Random TT experiences
Posted by trunkskgb on Mon, 28 Nov 2011 12:34:10 GMT
View Forum Message <> Reply to Message

Alright, I'll try to look inside the crash dump file next time it happens.

As far as the sound issue goes, I've been encountering that since release. I don't know what causes it though.

Subject: Re: Random TT experiences
Posted by iRANian on Mon, 28 Nov 2011 14:23:59 GMT
View Forum Message <> Reply to Message

The sound issue also happens with stock, it has something to do with rejoining servers. Considering I solely use direct connecting via RenList these days I haven't experienced it.

Subject: Re: Random TT experiences
Posted by trunkskgb on Tue, 29 Nov 2011 14:56:21 GMT
View Forum Message <> Reply to Message

Yeah, it happened to me yesterday acutally. I tried logging into a server, and it froze at the loading screen, but eventually let me in the game...but with 0 KBPS. I left the server and when I was back on WOL, I had no sound or music. The 0 KBPS seeems to be consistent with his. Yes I have a crash dump file, but it's in a DMP format or something and I have not had time to open it.

Subject: Re: Random TT experiences
Posted by StealthEye on Tue, 29 Nov 2011 20:40:39 GMT
View Forum Message <> Reply to Message

Don't open it, just upload/send it.

Subject: Re: Random TT experiences
Posted by trunkskgb on Wed, 30 Nov 2011 03:42:12 GMT
View Forum Message <> Reply to Message

Uploaded ^

File Attachments
1) DMP_Files.zip, downloaded 232 times

Subject: Re: Random TT experiences
Posted by Caveman on Wed, 30 Nov 2011 03:43:59 GMT
View Forum Message <> Reply to Message

You do realise that is an empty zip?

Subject: Re: Random TT experiences
Posted by trunkskgb on Thu, 01 Dec 2011 22:49:55 GMT
View Forum Message <> Reply to Message

Whoops, OK...I fixed my mistake.

File Attachments
1) Crash_Dump.zip, downloaded 245 times

Subject: Re: Random TT experiences
Posted by StealthEye on Thu, 01 Dec 2011 23:49:49 GMT
View Forum Message <> Reply to Message

One of them is a resource manager issue that I cannot find the cause for without further info. The other two are the same issue, and caused by the harvester spawners being disabled when the refinery dies. I expect that this happens on a specific map, do you remember what maps these crashes happened on, and if they indeed crashed when the refinery died?

Subject: Re: Random TT experiences
Posted by trunkskgb on Fri, 02 Dec 2011 02:55:16 GMT
View Forum Message <> Reply to Message

Hmm, I'm not sure. It has not happened that much, 2-3 times maybe. It's always random. I'll try and remember what's taking place next time it happens.

Subject: Re: Random TT experiences
Posted by trunkskgb on Fri, 23 Dec 2011 01:21:23 GMT
View Forum Message <> Reply to Message

Another crash today, this time it happened soon as we destroyed the Hon.

File attached below.

File Attachments
1) CrashDump_12_22_11.zip, downloaded 221 times

Subject: Re: Random TT experiences
Posted by jonwil on Fri, 20 Apr 2012 16:23:26 GMT
View Forum Message <> Reply to Message

Given that 4.0 does not ship any strings.tdb file (modified or otherwise), anyone with anything on the loadscreen other than stock strings likely has a modified strings.tdb file in their data folder.