Subject: Server owners, prepare for beta 2!
Posted by StealthEye on Mon, 24 Oct 2011 14:32:48 GMT

We are very pleased to announce that we will be releasing a second public beta within the next few days. Since different betas of scripts.dll 4.0 are not compatible with each other due to netcode changes, this will require server owners to update their servers with the new version as soon as possible after the release. This is a head notice to inform you about the necessary changes.

The changes that will have to be made are:
- Install the new version.
- Re-compute any anticheat.ini hashes via achash.exe. (The hash algorithm has been changed to be stronger.)
- Port/recompile any modifications. Plugins are likely binary compatible with the new version, but recompilation is recommended to be sure.

We will be distributing the necessary files for server owners tomorrow, the client version will likely be distributed via the update system the day after if no issues show up. We have no exact time for this (yet).

Note that these changes can be prepared using the files we will distribute tomorrow, but should not be run yet because players will be unable to connect until they have the new version.

Subject: Re: Server owners, prepare for beta 2!
Posted by Caveman on Mon, 24 Oct 2011 14:37:09 GMT

Awesome, great work.

I look forward to the Server and Client release.

Subject: Re: Server owners, prepare for beta 2!
Posted by iRANian on Mon, 24 Oct 2011 14:44:03 GMT

Looking forward to the update.

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Mon, 24 Oct 2011 18:19:25 GMT

is it posible to make the new client installer abailable from a separate download too?

Subject: Re: Server owners, prepare for beta 2!
Posted by sla.ro(master) on Mon, 24 Oct 2011 18:28:58 GMT
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NACHO-ARG wrote on Mon, 24 October 2011 21:19is it posible to make the new client installer abailable from a separate download too?

you can get latest update as client trough tt launcher.

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Mon, 24 Oct 2011 18:39:08 GMT
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yes i understend that, i was asking for those that doesnt have the first beta installed, they would need to install the first and then update to the new build? or it would be posible to download it separatelly?

Subject: Re: Server owners, prepare for beta 2!
Posted by Caveman on Mon, 24 Oct 2011 19:27:44 GMT
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Well you wouldn't have the launcher.exe if you didnt install the first beta. Why would you not want to install it? :s

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Subject: Re: Server owners, prepare for beta 2!
Posted by ehhh on Mon, 24 Oct 2011 19:37:08 GMT
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If you cheat maybe!

Subject: Re: Server owners, prepare for beta 2!
Posted by Caveman on Mon, 24 Oct 2011 19:47:45 GMT
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ehhh wrote on Mon, 24 October 2011 20:37If you cheat maybe!

Then why would you install the second beta?

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Mon, 24 Oct 2011 20:28:32 GMT

i have the first beta installed, i am just saying that a separate full install whit the update included would be nice that is all.
like most of the patch for games, you wouldnt need the previus versions to patch your game to the latest update. for example: ren 1.37, TS 2.03 and so on.

Subject: Re: Server owners, prepare for beta 2!
Posted by Caveman on Mon, 24 Oct 2011 20:40:18 GMT

Right but we're in a beta stage at the moment. Once TT gets finished then you'd have a separate installer.

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Mon, 24 Oct 2011 20:53:09 GMT

The installer will also be updated. There is no guarantee that we will do the same for every update though. There is no reason to. In this beta, the installer also needed changes, so releasing the updated one makes sense.

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Mon, 24 Oct 2011 21:13:17 GMT

ok thanks for the info mate, btw any news about if it gone be an official patch?

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Mon, 24 Oct 2011 22:03:48 GMT

No news.

Subject: Re: Server owners, prepare for beta 2!
Posted by Hitman on Mon, 24 Oct 2011 22:24:22 GMT

no actual need for it to be 'official', just gotta make sure the servers that are still used are 4.0

Subject: Re: Server owners, prepare for beta 2!
Posted by kamuixmod on Mon, 24 Oct 2011 22:39:11 GMT
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Any updates for the LE?

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Tue, 25 Oct 2011 00:19:51 GMT
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I think we fixed a TT LE bug or two.

We're finishing up the build right now. Should be there in an hour or so.

[edit]
Seems I misunderstood, jonwil has to leave and will do the last few things later today (for him),
tomorrow (for me) and I'll distribute the new files as early as I can tomorrow.

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Tue, 25 Oct 2011 13:33:33 GMT
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Ok, the new build is ready for server owners to update their custom modifications to. In addition to
the source code and mod tools, a .diff file of the changes was added so that you can apply your
changes easily using a tool that can apply diff/patch files.

The new client installer is also provided for server owners to do any testing. If you are not a server
owner and not going to test server modifications, you are recommended not to install these yet,
since you will not be able to join any beta 1 server.

We are planning to push the updated build at Thu Oct 27 2011 00:00:00 GMT.

Subject: Re: Server owners, prepare for beta 2!
Posted by snazy2000 on Fri, 28 Oct 2011 10:07:06 GMT
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The diff/patch fails... it gave me fuck loads of errors were files cannot be found... this update sucks
tbh

Subject: Re: Server owners, prepare for beta 2!
Posted by EvilWhiteDragon on Fri, 28 Oct 2011 11:44:21 GMT
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snazy2000 wrote on Fri, 28 October 2011 12:07The diff/patch fails... it gave me fuck loads of errors were files cannot be found... this update sucks tbh
Are you a serverowner? No? Then that was NOT for you.

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Fri, 28 Oct 2011 13:14:48 GMT
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Please list the errors and the utility you are using to apply the patch. The patch is from beta1 source to beta2 source, assuming you have the beta1 source extracted and have not moved things around or removed any folders it should apply, but possibly the patch utility you use assumes the file paths in the patch file to be slightly different.

Subject: Re: Server owners, prepare for beta 2!
Posted by snazy2000 on Sun, 30 Oct 2011 19:27:00 GMT
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EvilWhiteDragon wrote on Fri, 28 October 2011 04:44snazy2000 wrote on Fri, 28 October 2011 12:07The diff/patch fails... it gave me fuck loads of errors were files cannot be found... this update sucks tbh
Are you a serverowner? No? Then that was NOT for you.

Errrr Yes i am in end i desided to just download the wholoe new source and import my files...

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Mon, 31 Oct 2011 12:35:55 GMT
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I think I may know why the patch file did not apply; I will make that change for the next release and so that you should be able to use the patch files for that.

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Mon, 31 Oct 2011 21:32:17 GMT
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it work just fine for me in non TT servers, i know i would be unable to join beta 1 servers but when i install beta 1 and try to join lets say jelly aow it begins to update to beta 2 and then i cant join because of the reasons stated above so how do i join a beta 1 server whit out autoupdating to beta 2?

Subject: Re: Server owners, prepare for beta 2!
Posted by StealthEye on Tue, 01 Nov 2011 11:10:52 GMT
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The server should really update if they are still running beta1. It shouldn't be much work, not that much has changed.

As for still running the beta1 client; make sure that you do not run the launcher, but run game.exe (game2.exe for beta2) directly. It will not install any updates then.

Subject: Re: Server owners, prepare for beta 2!
Posted by NACHO-ARG on Tue, 01 Nov 2011 19:02:14 GMT
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ok thanks man