
Subject: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [EvilWhiteDragon](#) on Thu, 27 Oct 2011 00:00:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

After little over 1,5 month we are very pleased to announce the release the second beta of scripts.dll 4.0! Almost all changes in this build are bugfixes or small user experience improvements. We have no complete change log, but our bug tracker includes most important changes. If you have beta 1 installed, the game will automatically install the update, but the new installer is also available if you have not yet installed scripts 4.0 or want to reinstall it.

Many thanks to everyone who helped testing beta 1 and reported bugs. Almost all changes between beta 1 and beta 2 have been made in response to one or more reports! Still, there are two serious bugs that we have not been able to fix so far (these existed in beta 1 as well):

There are more "ghost" soldiers and vehicles that appear in wrong locations and disappear when damaging them. We have likely fixed this bug already, but it still needs testing and was not fixed in time to be included in beta 2 unfortunately.

The bandwidth limit is not always set correctly. If you are having lag, you may want to try to press F8 and type "sbbo 1000000" (excluding the quotes), where you should replace 1000000 with your actual downstream bandwidth. 1000000 is a reasonable value for a 1 Mbit connection.

Thank you for understanding, and thanks again for participating in this beta and reporting any issues! And most of all, enjoy the new beta!

[b]Link to the first beta release, with additional information:

<http://www.renegadeforums.com/index.php?t=msg&th=38288&start=0&rid=2 0224>

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [_SSnipe_](#) on Thu, 27 Oct 2011 13:46:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the hard work!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Di3HardNL](#) on Thu, 27 Oct 2011 14:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am not very pleased with this update.

After it updated I joined a server once in there I can't do anything. I can't move my mouse, walk, going to the menu etc.

If this happens to more people then it will mean this update is a failure.

Thanks for all the effort put in for this update but it doesn't work for me.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Thu, 27 Oct 2011 14:57:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

That may be to some messed up keyboard configuration. Please (backup and) remove any input*.cfg files in My Documents/Renegade/Client and try again.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [roszek](#) on Thu, 27 Oct 2011 15:04:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can someone please tell me where the downloaded maps are being stored or were moved to on my drive as some of the maps downloaded from previous version now crash renegade (internal error) so I looked to delete them but can't find them anywhere; not even a file search reveals a location

Edit:

I uninstalled ren deleted all folders and files even ones from from My Documents. reinstalled renegade reinstalled beta2 and looked in lan and the fucking maps are still there!!! Where the f*** are they? Is it secret? JEEEEEEZ.

Do I have to reformat my drive to rid myself of these maps which some how now only work if I put the original mix in the data folder???

Seriously the maps worked fine on the first version but now crash renegade and were moved to a place of mystery so I can't delete them and retry to download um.

Edit #2: nvm I found um in \Application Data\

Edit #3: The maps work again after re-downloading them. Not sure what would cause all that but all's well that sorta ends well.

I will now end my rant and/or rage.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [TankClash](#) on Thu, 27 Oct 2011 15:27:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

One small bug regarding the auto updater, and launcher. After the update it may not start the game, reinitialize the update and press ignore when it asks you to close game.exe

It would try to auto update after you've installed the update when you tried to use the launcher.

:I don't know if anyone else had this issue but I did.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [snazy2000](#) on Thu, 27 Oct 2011 16:49:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Thu, 27 October 2011 07:57 That may be to some messed up keyboard configuration. Please (backup and) remove any input*.cfg files in My Documents/Renegade/Client and try again.

Remove the file then load the Keys from inside renegade key config.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Caveman](#) on Thu, 27 Oct 2011 17:02:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tiny bug

The installer. Where it says enter your serial.. the text underneath it is cut off.

(the text about leaving the field blank)

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Starbuzz](#) on Thu, 27 Oct 2011 19:00:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

If your keys are stuck after joining a game, delete CONFIG.DAT from your Renegade folder in My Documents and restart game. It works then...deleting only the .cfg files didn't work for me.

edit: btw thanks again TT for your great work on this newer patch! You guys are amazing...

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Goztow](#) on Thu, 27 Oct 2011 19:21:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Same problem with the keys, kind of fail .

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Caveman](#) on Thu, 27 Oct 2011 19:24:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Starbuzz wrote on Thu, 27 October 2011 20:00 If your keys are stuck after joining a game, delete CONFIG.DAT from your Renegade folder in My Documents and restart game. It works

then...deleting only the .cfg files didn't work for me.

edit: btw thanks again TT for your great work on this newer patch! You guys are amazing...

Worked for someone else as well.

(deleting config.dat)

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Di3HardNL](#) on Fri, 28 Oct 2011 15:15:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

It might be smart to make a quik update for this stuck keys problem. There might be a big amount of people with this problem without knowing how to fix this.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Fri, 28 Oct 2011 17:33:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Someone who has this issue and has a recent backup (preferably one before installing beta 2 AND one before beta 1) of their <renegade>/data/config folder, please post the files in those folders. Also, please check if there are any input*.cfg files in your <renegade>/backup/ folder. I just need to know where the files were before the TT install, there's no need to upload the actual files.

My guess is that beta 1 incorrectly (re)moved the input*.cfg files, but it was not noticed because the config.dat was still in the wrong location and the default configuration was loaded. Beta 2 fixes this by moving config.dat, but now it can no longer find the input*.cfg files.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [roszek](#) on Fri, 28 Oct 2011 20:01:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is probably a stupid question but I will ask anyway.

I was wondering about "always". It seemed like when I did a clean install with the 1037 patch, and then after adding the beta1 patch it looked like always plus all the maps were updated. So when I did a clean install with beta2 it didn't look like anything was updated with always or any of the maps. I'm just curios if something was done different with this patch?

Originally I had copied the always and maps over to the fds data folder from the client data folder as there was a conflict with always and I left that data folder alone and moved the fds stuff before adding the beta2 server folders and then added the things I needed back. I did get a conflict again so I recopied the stuff from the client data folder (beta2) over to the fds one and that again fixed

the conflict.

I mean everything seems to work, like I said I was just wondering is all.

Please be kind to this noob with your response

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Fri, 28 Oct 2011 23:36:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Always.dat and other files were updated when installing TT to match the original files, to avoid conflicts clients might get with the anti-cheat code. As far as I know, beta2 uses the exact same always* and other files as beta1, the only changes are in the .dll files in the main folder.

I'm not sure why you got a conflict again with beta2, but I'm not sure if I understand you correctly since you also said that the files had not changed. If the files are the same, how did copying fix it?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [roszek](#) on Sat, 29 Oct 2011 03:16:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Fri, 28 October 2011 16:36 Always.dat and other files were updated when installing TT to match the original files, to avoid conflicts clients might get with the anti-cheat code. As far as I know, beta2 uses the exact same always* and other files as beta1, the only changes are in the .dll files in the main folder.

I'm not sure why you got a conflict again with beta2, but I'm not sure if I understand you correctly since you also said that the files had not changed. If the files are the same, how did copying fix it?

Thanks for your response it was indeed helpful.

What I was saying (trying to explain as best I could) was that when I updated to the beta2 version (which I downloaded from the links), is that I had uninstalled Renegaded completely and reinstalled it with nothing more then the 1037 patch, and noticed that always and none of the maps were updated when I applied the beta2 patch. So I think I was running the 1037 stuff? When I put the beta1 files back into the fds folder I got a conflict. So I copied the stuff from the client data folder to the fds one and it worked. However a friend of mine said that today he ran the launcher and the client stuff was updated automatically which made me think I probably had the wrong files in the folders, so I asked him to try to connect to my test server and see if he got a conflict, and as expected he did, so I recopied the stuff from the beta1 data folders back. I hope that will now fix things. Anyways, right now I can't test to see if others get a conflict (people have stuff to do). I tested it off of another PC on my router seems to work but I don't consider this a true test.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [havoc9826](#) on Sat, 29 Oct 2011 04:04:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Fri, 28 October 2011 10:33 Someone who has this issue and has a recent backup (preferably one before installing beta 2 AND one before beta 1) of their <renegade>/data/config folder, please post the files in those folders. Also, please check if there are any input*.cfg files in your <renegade>/backup/ folder. I just need to know where the files were before the TT install, there's no need to upload the actual files.

My guess is that beta 1 incorrectly (re)moved the input*.cfg files, but it was not noticed because the config.dat was still in the wrong location and the default configuration was loaded. Beta 2 fixes this by moving config.dat, but now it can no longer find the input*.cfg files.

As I've been on renehiatus since early this year, I still haven't installed TT yet, so here's my Renegade\data\config folder. I currently have scripts 3.4.4, djlaptop's no-cd patch, no core patches, no rr or renguard, shiny flame tank and mammoth tank shaders (I think they're the 2 included defaults) enabled, bloom disabled, and a keys.cfg in the \Data\ directory that has some custom keybinds that were made for use in Black-Cell and Atomix.

Also, someone mentioned a workaround solution for the keys problem over in this thread.

File Attachments

1) [config.zip](#), downloaded 248 times

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Hitman](#) on Sat, 29 Oct 2011 13:22:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

not a big deal but when i installed this my screensize was reset to default

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Sat, 29 Oct 2011 14:48:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for posting those havoc9826, but the question is if you would be getting the invalid configuration after installing beta1 and/or beta2, since not everyone gets that. It would be great if you could install TT to see whether it causes the issue for you, and if so post the files after installing. I'll do some tests in a bit to see if I can reproduce this problem by using your files and installing beta 1 and beta 2 on top of them.

As for the screensize, that's why it asks you for the new settings when you start Renegade after installing TT for the first time. It think it's related to some changes in the render code, but I'm not really sure; not a big deal like you said.

Oh, about those files. I'm not sure what caused the conflicts, the files in 1.037, beta 1 and beta 2 should all be the same as far as I know. If you run mixcheck.exe it should check and restore any

incorrect files.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [havoc9826](#) on Sat, 29 Oct 2011 18:30:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

StealthEye wrote on Sat, 29 October 2011 07:48 Thanks for posting those havoc9826, but the question is if you would be getting the invalid configuration after installing beta1 and/or beta2, since not everyone gets that. It would be great if you could install TT to see whether it causes the issue for you, and if so post the files after installing. I'll do some tests in a bit to see if I can reproduce this problem by using your files and installing beta 1 and beta 2 on top of them. So, do you want me to install tt-scripts-4.0beta2.exe, or should I install tt.scripts40.exe and let it auto-patch to beta2?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Sat, 29 Oct 2011 23:01:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh sorry, I meant to post that earlier; I found the issue. It's failing to rename one file (usually config.dat) because the file already exists, and then it aborts renaming of input*.cfg. Finally, it removes those files in the original location, since it thinks the rename failed because they were already there, even though that is only true for config.dat. I am still working on a proper fix though, one that will ensure that the installer will never throw away any files without writing them to the backup location, not even if an error occurs.

You can still install beta2 if you want to try TT. I no longer really need additional information about this issue though. Thanks for wanting to help us finding the cause though!

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Peshmerga*n1*](#) on Sun, 30 Oct 2011 11:32:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

this update is downloading : always.bat , its now about ~30min on it.

im updating from 3.4.4 to tt 4.0 beta 2

its using another always.bat? or why its loading it?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [StealthEye](#) on Sun, 30 Oct 2011 12:51:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Either because you selected a different language when the installer asked you for the language, or because the always.dat you had was modified or corrupted.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [havoc9826](#) on Sun, 06 Nov 2011 03:35:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just a little update: I installed the beta 2 patch over scripts 3.4.4 today, and nothing happened to either my regular key config or any of my custom keybinds.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [TankClash](#) on Sun, 06 Nov 2011 04:35:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mind were fine with a fresh install of Renegade when I installed 4.0 I don't know how people are having this problem...

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [havoc9826](#) on Sun, 06 Nov 2011 18:36:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hm, one other thing I noticed. I don't seem to have a client chat log of the 2 games I played last night. It's not in Westwood\Renegade or in %AppData%\Renegade\Client\ttfs either. Was this feature removed, or is there a problem since I'm still using Windows XP SP3 32-bit?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [Hypnos](#) on Sun, 06 Nov 2011 18:59:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

The feature is still there, check to see if it's enabled within BHS.dll

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [iRANian](#) on Sun, 06 Nov 2011 19:08:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

It's in the My Documents\Renegade\Client folder.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta 2!

Posted by [havoc9826](#) on Sun, 06 Nov 2011 19:32:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 06 November 2011 11:08It's in the My Documents\Renegade\Client folder. Indeed it is. Thanks. Three directories to hold renegade stuff now :S
