Subject: Tiberian Technologies releases TT scripts 4.0 final!
Posted by EvilWhiteDragon on Tue, 26 Feb 2013 18:01:19 GMT
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Tiberian Technologies releases community patch for C&C Renegade
Today, at the 11th anniversary of C&C Renegade, we've got a present for ya! Today, we release the first final release of the Tiberian Technologies patch. This patch fixes countless bugs in the original game and offers numerous improvements.

Let's start at the beginning. In 2002, C&C Renegade was released: the only FPS based on the C&C Tiberian-universe, created by Westwood Studios. The game was (and still is) unique as it combines aspects of typical RTS games such as the economy system and buildings in a FPS game. With skilled teams this leads to intense and complex games.

Unfortunately, at the time of release, Renegade contained significant bugs that had serious impact on the game mechanics. This, together with the static and poorly scripted single player, caused Renegade to get low ratings in reviews. After the 1.037 patch, the game received no more updates, and the community had to survive by itself.

Over the years, several initiatives popped up to improve Renegade by providing unofficial patches that added functionality, fixed bugs, and guarded against cheaters. Notable examples are RenGuard, SSAOW, BIATCH and RR. These projects were mostly written by different developers, sometimes incompatible, and were often only used by part of the community. This especially hampered client-side modifications, because they required players to install them manually, and deal with updates, incompatibilities, and so on.

In December 2007 an initiative was started to merge our efforts, for the benefits of Renegade. Six months later the first public announcement was made about the new group, called Tiberian Technologies. Development was complicated and therefore did not progress as fast as we hoped, but in November 2010 we were doing the first public tests of the overhauled renegade engine, and released the first beta in September 2011. This was a big milestone and was celebrated by the community, but also showed that there was plenty of bug hunting to do. Today, finally, the patch is ready. Renegade is now more stable, faster, and has more features than ever!
In the future we hope to get EA to release this community patch through the official patch mechanism, so that everyone can enjoy the improvements made for Renegade.

Now, onto the fresh and new goodies. What did we fix? Listing all changes would result in a cumbersomely long and boring list, as we have made 5276 changes since we started counting in 2008. Below are a few highlights.

Built-in anti-cheat
Automatic downloading of maps and other content
Better compatibility with programs which use overlays
Countless engine bugfixes and performance enhancements
Easy installation (install TT on any version of Renegade, regardless of whether it was just installed or heavily modified)

Automatic updates

Most prominent bugfixes:

"Blue hell" fix
Purchase Terminals no longer broken after rejoin
The pistol now starts out loaded when you spawn
You will no longer be killed on some maps if you are standing right next to the weapons factory and someone buys a vehicle
Taking a screenshot no longer causes hiccups
Fixed various types of lag; e.g. when snipers were in scope, players hugging walls, slowly rotating turrets, etc.

Enhancements:

Support for using the left and right side buttons on mice with more than 3 buttons
The weapon back and forward keys will now skip weapons that are out of ammo. You can still access those weapons by pressing the number keys to select the specific weapon
New feature on empty vehicles that calculates damage points based on last occupant
Points fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to.
Renegade now properly supports wide-screen displays

Resource manager
Tiberian Technologies' patch has the ability to download new maps from a server's remote file repository. The idea is that when a player is missing the map the server is running it will be automatically downloaded and installed on the client, after which the client can immediately play the map. The game does not require a restart as it previously did. This makes playing fan maps much easier, as one does not have to manually download the map and restart the game to play on a particular server. The resource manager will make sure you will have the required maps and possibly other packages with skins, models, or soundpacks at the server owner's discretion.

Downloads and mod tools
You can download the patch at http://www.tiberiantechnologies.org/downloads or, if you have a previous version of the patch installed, just start the game and let the auto-updater do its job. The download page also contains the server files, scripts.dll source code, and some mod-tools.

More information can be found at the following websites. We appreciate any questions, issues, or remarks on our official forums!
Official website: http://www.tiberiantechnologies.org
Official wiki: http://www.tiberiantechnologies.org/wiki
Official forums: http://www.renegadeforums.com/index.php?t=thread&frm_id=52

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!
Posted by Omar007 on Tue, 26 Feb 2013 18:06:25 GMT
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WOOOOOOOHOOOOOOOOOOO

Congratulations Renegade and thank you TT for taking the time to create this.

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!
Posted by Lone0001 on Tue, 26 Feb 2013 22:39:09 GMT
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It is awesome and amazing just how much this patch makes things a LOT better in Renegade.

Great work guys!

PS. Happy 11th bday Renegade!

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!
Posted by crushu06 on Tue, 26 Feb 2013 23:38:21 GMT
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crushu06 wrote on Tue, 26 February 2013 16:24Cheers!

Happy reneversary

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!
Posted by Mauler on Tue, 26 Feb 2013 23:40:45 GMT
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very excited for the future Goodwork

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!
Posted by Jerad2142 on Thu, 28 Feb 2013 01:30:19 GMT
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Final meaning your done? O.o

Subject: Re: Tiberian Technologies releases TT scripts 4.0 final!

Posted by jonwil on Thu, 28 Feb 2013 01:50:28 GMT

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Jerad Gray wrote on Thu, 28 February 2013 09:30Final meaning your done? O.o
Done with 4.0, not done with scripts.
I am currently hard at work on some nice new features for the next version (and no I wont go into details or give any kind of release date)