
Subject: TT 4.0 Testserver Online

Posted by [zunnie](#) on Sun, 08 May 2011 20:18:36 GMT

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Hello everyone,

Tiberian Technologies is seeking your Renegade Fans help.
We have a testserver up 24/7 and we need players to fully test
the server and (net)code.

This is where you come in and help us if you want
Please spread the word and join the server either through
direct connect, gamespy or XWIS.

The server is running a large selection of custom maps selected
from the UberMapPack. Download the mappack here:
<http://ren.game-maps.net/?act=view&id=233>

Thanks

Server Info:

Server Platform: Windows 2008

Server CPU: 8 x 2.93GHz

Server RAM: 8 Gigabyte

Server Connection: 1 Gbit

Server Location: Frankfurt, Germany

Server XWIS/WOL Nickname: tt4serv

Server IP+Port: 109.230.246.231:4848

IRC Server: irc.n00bstories.com #tt4serv

Server Slots: 50

Broadcast To Gamespy: Yes

Broadcast To RR: Yes

Starting Credits: 1

Server SSGM 4.0 Plugins:

SWAP PLUGIN: Allows players to type !swap to request a teamswap
with another player. (by reborn)

TeamSpeak: Changes players channel on teamspeak according their team in the server. (by
reborn)

Mute: Ability to mute players. (by reborn)

ExtraConsoleCommands: Extra commands. (by reborn)

Rules:

No Cheating. Please bugexploit and report said bugs on renegadeforums.com

rotation:

[
"C&C_Jonwils_Lair_b1",
"C&C_Field",
"C&C_BasinTS",
"C&C_Walls_Reloaded",
"C&C_Canyon",
"C&C_City_Flying",
"C&C_Complex",
"C&C_AD_Gateshead",
"C&C_Arena",
"C&C_Arid",
"C&C_Volcano",
"C&C_Walls_Flying",
"C&C_BattleCreek",
"C&C_BattleField",
"C&C_Battleground",
"C&C_Field",
"C&C_Glacier_Flying",
"C&C_Hourglass",
"C&C_Beach",
"C&C_Belagerung",
"C&C_Big_Walls",
"C&C_Bio",
"C&C_Blizzard",
"C&C_Bot_Islands",
"C&C_BoxedInV4",
"C&C_BunkersTS",
"C&C_Canyon",
"C&C_Cairo",
"C&C_Islands",
"C&C_Jonwils_Lair_b1",
"C&C_Mesa",
"C&C_Under",
"C&C_Caverns",
"C&C_Caves",
"C&C_Christmas_special",
"C&C_City",
"C&C_City_AI",
"C&C_City_Flying_Exp",
"C&C_Field",
"C&C_Glacier_Flying",
"C&C_Hourglass",
"C&C_City_Flying_Re",
"C&C_City2_extended",
"C&C_City_Flying",
"C&C_Clan420",
"C&C_Cliffs",
"C&C_CliffsLX",

"C&C_Volcano",
"C&C_Walls_Flying",
"C&C_Complex_Revisited",
"C&C_Compound",
"C&C_Jonwils_Lair_b1",
"C&C_Complex",
"C&C_Conquest_Island",
"C&C_Conquest_Winter",
"C&C_Country_Meadow",
"C&C_Creekdale_flying",
"C&C_Damm1.0",
"C&C_Desert_Seige2",
"C&C_Deth_Islands",
"C&C_Deth_River",
"C&C_Divergence",
"C&C_Eglin_AFB",
"C&C_Egypt",
"C&C_Walls",
"C&C_City",
"C&C_Field",
"C&C_FieldTS",
"C&C_Forest_Trail",
"C&C_Forgotten_Town",
"C&C_Fortress2k4",
"C&C_Garth3",
"C&C_Gigantomachy",
"C&C_GlacierTS",
"C&C_Gobi",
"C&C_Golf_Course",
"C&C_GrasslandAssault",
"C&C_Greenlands",
"C&C_Hangmans_Canyon",
"C&C_High_Altitude",
"C&C_High_Noon_2.1",
"C&C_HillBilly_Valley",
"C&C_Hilly",
"C&C_Field",
"C&C_Glacier_Flying",
"C&C_Hourglass",
"C&C_Hourglass_Flying",
"C&C_Hrglss_bots",
"C&C_Jonwils_Lair_b1",
"C&C_hurr",
"C&C_Hybrid_Forest",
"C&C_Islands",
"C&C_Land",
"C&C_Last_Stand",
"C&C_LittleHillRumble2",

"C&C_Lunar_Landing",
"C&C_Mars",
"C&C_Marsh_BETA2",
"C&C_Mesa_AI",
"C&C_Metropolis",
"C&C_MetroTS",
"C&C_MutationRedux",
"C&C_Pluthera",
"C&C_Quick_Draw",
"C&C_Radiation",
"C&C_Ravine",
"C&C_Ribcage_Canyon",
"C&C_River_Camp",
"C&C_River_Canyon",
"C&C_River_RaidTS",
"C&C_Sand",
"C&C_SeasideCanyon",
"C&C_SeasideSunset",
"C&C_Islands",
"C&C_Snow",
"C&C_Tib_Pit_3",
"C&C_Tobruk",
"C&C_Tropics",
"C&C_Uphill",
"C&C_Volcano",
"C&C_Volcano_Flying"
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