Subject: Renegade 4.0 Test Event - Round #3
Posted by zunnie on Sat, 13 Aug 2011 01:46:36 GMT
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TT 4.0 Test Event - Round #3
Hey all, we will be holding a mixed public and ttesters Renegade 4.0 Test Event coming
Saturday the 20th of August 2011:
@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)
(Check Other Time Zones)

General Information
We will be testing the server performance again (SSGM 4.0) and scout for general bugs that are
currently either unknown or not yet fixed.
Please do not report found bugs while ingame, instead i encourage everyone to register on
http://www.renegadeforums.com and post in the Tiberian Technologies forums what you may find.
Patch Features and Known Bugs :: Do not report any bugs listed here please.

When you do report a bug please be as specific as you can possibly be:
What Operating System are you running?
32 bit or 64 bit?
What Renegade version are you using? Stock? 1.9(CP1)?, 2.3(CP2)?, 2.9.2? 3.4.4? 4.0?
What map did the bug occur on?
What was going on when the bug occurred?

What do you need?
This is a public and ttesters event which means anyone may join in the test.
The server runs several custom made maps (listed below) so you must make sure you have them
installed in your Renegade. Download this mappack and install it in your Data folder:
http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_01.zip
http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_02.zip
(Note: ttesters don't need to download any of the maps or mappacks, the integrated resource
manager will download maps on-the-fly)

Server Information
IP = 109.230.246.231
Port = 4848
XWIS Nickname = tt4serv (sort by hostname and you'll find it quicker)
Maprotation:
"C&C_BattleCreek",
"C&C_Big_Walls",
"C&C_Intro",
"C&C_Nimrod",
"C&C_Gigantomachy",
"C&C_BoxedInV4",
"C&C_Bio",
"C&C_Cairo",

"C&C_Desert_Seige2",
"C&C_Cliffs",
"C&C_Enterway",
"C&C_Field",
"C&C_GlacierTS",
"C&C_Lunar_Landing",
"C&C_River_RaidTS",
"C&C_SeasideCanyon",
"C&C_SeasideSunset",
"C&C_Tib_Pit_3",
"C&C_Uphill",
"C&C_River_RaidTS",
"C&C_Forgotten_Town",
"C&C_Hourglass",
"C&C_Mesa",
"C&C_Complex",
"C&C_City_Flying",
"C&C_Under",
"C&C_City",
"C&C_Walls_Flying",
"C&C_Walls",
"C&C_Volcano",
"C&C_Glacier_Flying",
"C&C_Islands",
"C&C_Jonwils_Lair_b1",
"C&C_Alpine",
"C&C_BasinTS",
"C&C_BunkersTS",
"C&C_FieldTS",
"C&C_CliffsLX"

Notes
We will be playing C&C_Nimrod which is a Mission map made by me
(and westwood) where we must do some things to advance and end the game.
You can read more about it here: http://dev.mp-gaming.com/coop4/nimrod.php