Subject: Tiberian Technologies releases TT-scripts 4.0 open beta!
Posted by EvilWhiteDragon on Thu, 08 Sep 2011 13:03:00 GMT
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After more than 3.5 years of coding and organizing, today is finally the day on which we're proud to release the public beta version of the latest update for C&C Renegade. Most of you will probably have heard of the huge impact of this incredible patch, but for those who haven't: see below for more details.
It has been a long wait indeed, but by now going officially into open beta we're finally delivering on the promise we made in July 2008. We have kept you waiting for quite some time, but we are confident that the build we present today is stable and to our knowledge does not contain any significant bugs. Huge changes are incorporated in the patch, most notably the anti-cheat bits, the map downloader, the auto-updater, but also loads of bugfixes and other improvements, such as a fix for blue hell.

Patch Info
TT strives to bring Renegade up to the next level. The game we have played and loved for years is updated to include fixes for many nasty bugs, reduction of lag issues, and even enhanced gameplay with new features. Most outstanding features of this new patch are the resource manager, which allows to download maps when joining so that you can play custom maps without leaving the game, and the much improved anti-cheat mechanisms.

The patch contains the following highlights:

Built in anti cheat (replacing RenGuard, BIATCH and RR)
Automatic downloading of maps and other content
Auto-updater, so that you will always have the latest bugfixes and we can easily respond on cheaters
Better compatibility with programs such as VoiceOverlay for TeamSpeak
Countless engine bugfixes and performance enhancements

Most prominent bugfixes:

 Blue hell fix!
 Purchase terminals now work directly after rejoin.
 The pistol now starts out loaded when you spawn.
 The repair bays on Glacier Flying and other maps with repair bays now work correctly.
 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 lag.
 Using a sniper scope no longer causes lag.
 Points fix - fixes an error in the way points are calculated when damaging vehicles with green health.
 The selection of where you spawn when you join the game/die/etc is now more random.

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 vehicles that calculates damage points based on last occupant for a short interval.

Anti-cheat
The file-hash anti-cheat is a feature in scripts 4.0 that checks sensitive files on the client to make sure they have not been tampered with. When a client running 4.0 loads a file, it sends a secure hash to the server. If the file-hash anti-cheat has been enabled (by setting AntiCheatEnabled=true in server.ini), the server then checks it against its approved list. If it is not on the list, the server kicks the player with a message informing them which file caused the anti-cheat to reject them. Any files in the server data folder are considered "approved" as are files listed in anticheat.ini. This allows server owners to specifically allow certain skins or models, while automatically blocking all skins/models or objects that are unknown to the server.

Files that are checked by the anti-cheat, should they exist:

mix files (including always.dat, always.dbs and map mix files)
tt.ini
scopes.cfg
sniper scope textures (standard hud_sniper texture and custom scope *textures)
stealth_effect texture
shader database (shaders.shd file)
custom shaders (source and binary)
w3d files
cameras.ini
surfaceeffects.ini
objects.ddb

Plus the following files on a per-map basis:

mapname.ddb
mapname.lsd
mapname.ldd
mapname.shd

Resource manager
TT-scripts have the ability to download new maps from a server's remote file repository. This could be a different server all together, as long as it offers downloads over HTTP. The idea behind this is that when a player is missing the map the server is running it will be automatically downloaded and installed on the client where after the client can immediately play the map, the game does not require a restart as it would before. This makes playing on fan maps much easier, as one does not have to manually download the map and restart the game to play on that

particular server.
The resource manager will make sure you'll have the required maps and possible other packages.
It could include skins or different models or even soundpacks, at the server owner's discretion.

Downloads and more
You can download the patch at: http://www.tiberiantechnologies.org/downloads
It contains the client and server files besides the sourcecode and some mod-tools. It also has
some extra information about the files and where to look for documentation regarding the server,
sourcecode and modtools.

Changelog since private beta
To give you a little insight in our coding kitchen, we included the lists of bugs that have been found
and fixed during the private beta. The private beta started at early may 2011.

!lock'ing has bugs
3 New crates: UberWire, HumanSilo and AmmoRegen. SSGM Option CharactersDropDNA
4.0 triggers BIATCH network exploiting messages (need logs from server)
Add configurable option for DropWeapons allowed Pickup Time.
Add configurable option for vehicle Wreckages to have them selfdestruct after some time
Add the CnC Technology Center icon to installer. Suits Tiberian Technologies name.here
Added scripts for building reviving code which allows for dead buildings to be restored.
Restore_Building
Added scripts for coop maps Intro, M01, Tutorial and Ship
Advanced Strings Editor crash when edit string under ENC
AGT No string when killing vehicles, Double logging in ssgm
As many custom scripts from 3.4.4 as possible ported to the new codebase
Bad Contact Normal error in Leveledit
Bansystem plugin that bans by serial hash
Beacon issues
Beacon Purchase/Placement Exploit/Glitch
Black textbox out of position
Broken vehicle lights
Bullet shell sounds when they fall on the ground
C4 in MCT
C4 land angled
Client chat log support. Press U for a Chathistory window ingame
Credits showing up in single player(FIXED) and an issue with the player list
Dialog box background glitches
Disable SBH picking up of dropped weapons
ExtraConsoleCommands plugin by reborn
Fix for kicking people for having certain mix files in data folder
Fix for shooting through the WF glass. Note that 4.0 is required, non 4.0 can still shoot through it.
Fix installer with regards to getting language from registry
Fix killmessages when AI units kill you (SSGM)
Fix maxhealth increase so it properly shows on healthbars

Fix no-gameplay-pending on Clients here

Fix shooting bullets through players

Fix the bug whereby if you're pressing against a wall or something, you don't lose ammo

Fix the harvesting animation for the harvester

Fix U Chat history key not auto scrolling down

Fix weird targeting and graphical errors

Fixup bugs in WWConfig utility

Floating C4's bug

Floating name tags

Flying c4 on non-tt servers

FPS drops in single player near a Nod SAM site

gameDefinitions broken with custom packages

Glacier Flying Repair Pad "repair arc" animation has issues

Glitched sides of Hand slow down Infantry

Going inside places youre not supposed to such as above WF construction bay

Graphical glitches that Nirst0rm noticed

Graphical issue with the SBH's Laser Rifle in first person mode

Harvester under attack string isn't always displayed on non-TT servers

Important cause of blue hell fixed (it can possibly still occur, but is much less likely, time will tell if it ever occurs again)

Inability to walk through bushes 3rd person

Incorrect Gametime on endgame screen

Ion cannon strange graphics glitch

Issue with anti-cheat not working

Issue with unlimited ammo and bullets

Joining with an invalid nickname to crash the server. Like really long nicknames.

LAN Mode shows the current map as nextmap

launcher error when launching via RenList etc

Launcher RAM usage way too high, VFS error

Launcher should not display UI when you load the launcher/game normally (including passing +connect to it)

Lighttank graphical glitch when bought - linked to graphical issues

Make ForceTeam mapspecific

Map Downloader that downloads new maps on demand

Messed up tree tiles

Mines dont disappear when player leaves game

Mute plugin by reborn

New option "ShowExtraMessages" to display when players start repairing a building, disarm C4 and Beacons

Not lagging screenshot code that saves directly in PNG format

Obelisk "back-walking" still works

Obelisk can't hit infantry on certain spots in Hourglass

Obelisk ignoring MRLS at certain angle

Obelisk is sometimes not dealing any damage while hitting a unit or vehicle

Obelisk seems less accurate when firing at moving infantry

On join radar does not work on pre 4.0

PackageEditor that converts mixfiles into usable packages for the downloader

Possible resource manager issues

Powerplants and double cost errors
Proper log file fixing. Various logging now takes place in the users Documents folder including screenshots
PT sound issues
PT-Outside does not work with certain weapons selected and is harder than on stock
Radio command emoticons fix
remaining resource manager edge cases and possible bugs
Remote screenshot command for server admins
Resource manager crash
Scoreboard bug showing 0 points for teams while there was scored
Seeing player names through walls
Server crashes
server crashes
Several Ammo Glitches
Several implementations of anticheat
Sound Aggregates crashes possibly
Spectate plugin by reborn
SSGM vehicle ownership system minor bugs
Start with loaded pistol on spawn
strings_map.tdb support for custom maps with custom temped presets which allows for proper translation of those new presets
Support for more recent Operating Systems such as Windows Vista and Windows 7
Support most of the console commands from 3.4.4
Swap plugin to allow switching teams with another player, by reborn
Tank/harv ghost
Targeting through wall ability increased
The stealth effect is apparently applied to a Nuke Beacon's bounding box
Tiberiumdamage repairing bug causes shield to not be repaired
Turret lag fix
Unable to see player tags in certain situations (requires more testing)
Under attack messages act differently on the test server
Various crashes
Vehicle binding bug when stolen
Vehicle binding when you purchase a vehicle
Vehicle Wreckages and DropWeapons are not working properly
vehicle wreckages are harder to kill
wrong strings in kill messages

Contributors
Tiberian Technologies would not have been possible without the help of some of the brightest minds in the Renegade community, including members of BlackIntel, Blackhand Studios, Black Cell, MP-Gaming and a new face or two. The member list in alphabetical order is:

Name	Country	Position	Group	Software Titles
Blazer	USA	Consultant	Blackhand Studios	BRenBot

Cat998	Austria	Coder	BlackIntel	BIATCH
Crimson	USA	Management	Blackhand Studios	RenGuard
danpaul88	UK	Coder	Blackhand Studios	BRenBot
EvilWhiteDragon	Netherlands	PR/Consultant	BlackIntel	BIATCH
Ghostshaw	Netherlands	Coder	BlackIntel	BIATCH
inetkngeek	USA	Coder	Blackhand Studios	RenGuard, CPs
jonwil	Australia	Coder	Blackhand Studios	scripts.dll
mac	Germany	Management	Blackhand Studios	BrenBot/RenGuard
reborn	UK	Coder	MP-gaming	Various SSGM plugins
Saberhawk	USA	Coder	none	scripts.dll
Sir Kane	Germany	Coder	Blackhand Studios	Original bhs.dll, ladder server, RenGuard
StealthEye	Netherlands	Coder	BlackIntel	BIATCH
Spoony	UK	QA/Balance	none	
WhiteDragon	USA	Coder	Black Cell	SSGM
v00d00	Canada	Coder	Blackhand Studios	TFD's no cd crack, RenGuard
Yrr	Germany	Coder	none	Renegade Resurrection
zunnie	Netherlands	Coder	MP-Gaming	Co-op