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Subject: Re: Random TT experiences

Posted by [StealthEye](#) on Mon, 24 Oct 2011 13:36:09 GMT

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The load screen I guess should be changed. I haven't actually read anything on those for quite a while, so I have no idea what they currently contain. I'll add it to the todo list.

Does the language filter still filter out the same things as in stock? I don't think we have any intent to change the language filter in TT.

If I am correct, the server owner can decide whether the additional messages are being displayed. Reducing the number of messages / presenting them better could be done, and I'll add an entry to the todo list, but it will not be a priority for now.

The experience/rank system is a serverside mod, not related to TT. The ingame rankings screen has been made to work again with the renegadeladder.com ladder system from what I heard.

There are two possible reasons why a map is being "re"downloaded: first, the map must be stored in the tfts filesystem for technical reasons, this means that any .mix map that is already installed will be redownloaded when playing on a properly configured TT server. Second, the server may be supplying additional files to load together with the map (like textures, sounds, etc.). (Basically what EvilWhiteDragon said.)

The custom sounds and weapon drops are caused by serverside mods, not TT.

Thanks for your feedback.

About the tfts\ directory location: it is located in your Renegade installation directory or in a subdir of %LOCALAPPDATA%\VirtualStore if Renegade was installed in a subdir of Program Files on Windows Vista or 7. It will be moved to %APPDATA%\Renegade\Client in the next beta to work better with UAC.

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