

---

Subject: Leaked TT Patch

Posted by [halo2pac](#) on Wed, 05 May 2010 01:28:16 GMT

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There is a rumor going about that the scripts 4.0.0 are leaked.  
Is there any truth to this?

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Subject: Re: Leaked TT Patch

Posted by [jonwil](#) on Wed, 05 May 2010 05:50:36 GMT

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If they have been leaked I havent heard about it (and I wanna know so we can send a take down notice to the host hosting the files and get the distribution stopped)

There are rumors of APB and Reborn betas containing 4.0 being leaked but I havent seen actual links for those either.

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Subject: Re: Leaked TT Patch

Posted by [Hex](#) on Sat, 08 May 2010 05:42:59 GMT

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It's out there, I've seen it

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Subject: Re: Leaked TT Patch

Posted by [\\_SSnipe\\_](#) on Sat, 08 May 2010 05:55:02 GMT

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Hex wrote on Fri, 07 May 2010 22:42It's out there, I've seen it  
This is bad, I want to see where this goes.

I wonder how and who leaked it 0o

---

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Subject: Re: Leaked TT Patch

Posted by [jonwil](#) on Sat, 08 May 2010 08:32:56 GMT

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The leaks that people are seeing, is it binaries or has someone leaked the source code to 4.0?

If anyone has seen ANY leaks of source code related to 4.0 (or anything that claims to be such) please contact us.

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Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Sat, 08 May 2010 10:50:00 GMT  
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I don't see why you'd want to leak it. It's not a finished product, it'll eventually be replaced with a better, working version.

They don't keep working on it so they can release half assed products (for free, I might add), people. I don't get why people ever WANT a leak of something- it's never going to be as good as the finished product.

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Subject: Re: Leaked TT Patch  
Posted by [Clark Kent](#) on Sat, 08 May 2010 14:34:31 GMT  
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I want to see a leak of it... just to know that it exist lols.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Hex](#) on Sat, 08 May 2010 15:32:31 GMT  
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Source (a lot of) jonwil, I saw it about 6 months ago

---

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Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Sat, 08 May 2010 15:55:45 GMT  
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Source too? Ive only seen the binaries just lately..

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Subject: Re: Leaked TT Patch  
Posted by [\\_SSnipe\\_](#) on Sat, 08 May 2010 16:07:24 GMT  
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6 Months ago? damn I didnt even think anything was leaked now im hearing all this stuff hehee

---

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Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Sat, 08 May 2010 17:13:23 GMT  
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---

hopefully it didn't get to the wrong people yet

---

or it would be all for nothing

---

---

Subject: Re: Leaked TT Patch

Posted by [Jerad2142](#) on Sat, 08 May 2010 17:29:12 GMT

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---

liquidv2 wrote on Sat, 08 May 2010 11:13 hopefully it didn't get to the wrong people yet  
or it would be all for nothing

Only if source code was leaked with it, and if it was there are only 3 people that could have leaked  
said code from my understanding.

---

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Subject: Re: Leaked TT Patch

Posted by [Hex](#) on Sat, 08 May 2010 17:45:56 GMT

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---

Anyone that was working on it could have leaked it, would be interesting to see who has it.

---

---

Subject: Re: Leaked TT Patch

Posted by [Goztow](#) on Sat, 08 May 2010 18:47:14 GMT

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Strange that source would leak, not so strange that dll's would leak as you got a shitload of people  
with APB testing it.

Though looking at everyone who is part of TT, I odn't find it SO strange there were leaks.

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---

Subject: Re: Leaked TT Patch

Posted by [F1r3st0rm](#) on Sat, 08 May 2010 20:45:59 GMT

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EVERYTHING eventually gets leaked on the INTERNET

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Subject: Re: Leaked TT Patch

Posted by [Sladewill](#) on Sat, 08 May 2010 21:14:24 GMT

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---

which is why to fix things quickly.

If you we're to release what you've done so far, then release another patch another time with the  
other fixes then it wouldnt needed to of got leaked.

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---

Subject: Re: Leaked TT Patch  
Posted by [TORN](#) on Sat, 08 May 2010 23:29:01 GMT  
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---

Yeah it's ridiculous how long this thing has taken.  
You added too many fixes,when all that really matters to most people is the anti-cheat aspect of it.

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Sun, 09 May 2010 00:15:59 GMT  
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---

TORN wrote on Sat, 08 May 2010 18:29Yeah it's ridiculous how long this thing has taken.  
You added too many fixes,when all that really matters to most people is the anti-cheat aspect of it.  
Some of the fixes are awesome, though.

My concern though is something stupid happens, and it ends up being half-released or really disappointing or something. Projects that take this long to develop somehow end up having something happen to them.

Hopefully TT will be an exception...

although, in my personal experience, I can already see there's a good lot of progress with it. So it's good to know it's not like 25% done...

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Sun, 09 May 2010 00:59:12 GMT  
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---

TORN wrote on Sun, 09 May 2010 01:29Yeah it's ridiculous how long this thing has taken.  
You added too many fixes,when all that really matters to most people is the anti-cheat aspect of it.  
The fixes that are currently done are not entirely needed, but they can be done because one major feature isn't done yet, and is somewhat separate from the rest of development of TT.

---

Subject: Re: Leaked TT Patch  
Posted by [Ox90](#) on Sun, 09 May 2010 01:39:38 GMT  
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awesome!

---

Subject: Re: Leaked TT Patch  
Posted by [Clark Kent](#) on Sun, 09 May 2010 03:33:28 GMT  
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---

0x90 wrote on Sat, 08 May 2010 20:39awesome!  
lols... oshit...

---

Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Sun, 09 May 2010 05:14:07 GMT  
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---

0x90 wrote on Sat, 08 May 2010 20:39awesome!  
you should make the TT patch  
get to work!

---

Subject: Re: Leaked TT Patch  
Posted by [Hex](#) on Sun, 09 May 2010 05:25:29 GMT  
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---

liquidv2 wrote on Sun, 09 May 2010 06:14  
you should make the TT patch  
get to work!

nub

---

Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Sun, 09 May 2010 07:26:10 GMT  
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---

Hax wrote on Sun, 09 May 2010 00:25liquidv2 wrote on Sun, 09 May 2010 06:14  
you should make the TT patch  
get to work!

tub

---

Subject: Re: Leaked TT Patch  
Posted by [TORN](#) on Sun, 09 May 2010 13:23:20 GMT  
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---

liquidv2 wrote on Sun, 09 May 2010 03:26Hax wrote on Sun, 09 May 2010 00:25licksquidv2 wrote  
on Sun, 09 May 2010 06:14  
you should make the TT patch  
get to work!

tubby

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Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Sun, 09 May 2010 16:17:19 GMT  
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Walgreens right now  
go

---

Subject: Re: Leaked TT Patch  
Posted by [sadukar09](#) on Mon, 10 May 2010 18:44:53 GMT  
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liquid is sooooo nerd

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Mon, 10 May 2010 20:59:41 GMT  
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sadukar09 wrote on Mon, 10 May 2010 13:44liquid is sooooo nerd  
he'll beat your ass in front of a Walgreens  
I wouldn't mess with him

---

Subject: Re: Leaked TT Patch  
Posted by [KobraOps](#) on Mon, 10 May 2010 21:44:18 GMT  
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i think this is the leaked 4.0 everyone is talking about  
<http://rr.rezbit.com>

---

Subject: Re: Leaked TT Patch  
Posted by [CarrierII](#) on Mon, 10 May 2010 23:58:15 GMT  
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HAha - NoScript > Rickroll.

Incidentally, that's a rickroll.

Oh, this is srs bzns, don't do that again.

---

---

Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Tue, 11 May 2010 03:56:46 GMT  
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---

Let's say someone actually found the leaked 4.0 binaries. What good are they?

---

---

Subject: Re: Leaked TT Patch  
Posted by [Hex](#) on Tue, 11 May 2010 05:38:16 GMT  
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---

binaries are not the issue.

---

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Tue, 11 May 2010 11:14:37 GMT  
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---

The binaries are probably useless unless you have the right modified renegade game.exe that goes with them.

---

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Tue, 11 May 2010 11:44:55 GMT  
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---

jonwil wrote on Tue, 11 May 2010 13:14The binaries are probably useless unless you have the right modified renegade game.exe that goes with them.

If someone distributed the scripts then why wouldnt he distribute the game.exe with it? I think it's naive to think that the game.exe wouldn't be included.

---

---

Subject: Re: Leaked TT Patch  
Posted by [reborn](#) on Tue, 11 May 2010 12:31:17 GMT  
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---

AFAIK anyone who had/has access to the source code signed an NDA.

---

Even if you had no morals about releasing the source code, then the prospect of the ramifications of signing that NDA should put you off.

I am puzzled who would release the source. Name and shame, Hex?

---

---

Subject: Re: Leaked TT Patch

Posted by [jonwil](#) on Tue, 11 May 2010 13:21:59 GMT

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---

Those with binaries are likely to be Reborn/RA:APB/RA2:AR testers who would have the Reborn/RA:APB/RA2:AR game.exe and not the renegade game.exe (all 3 have been changed vs normal game.exe from memory)

---

---

Subject: Re: Leaked TT Patch

Posted by [0x90](#) on Tue, 11 May 2010 15:00:50 GMT

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---

fyi: someone indeed offered a "RA:APB Gamma leak" over @UC as a ~466mb torrent but the link immediately got removed because its against forum rules.

but yes, its just binaries and only the RA:APB game.exe then (if its different as you say) most likely someone of the beta testers leaked it i'd guess...

even if its not (that easily) public anymore, it IS out there and it would be naive to think something like this won't happen. like "F1r3storm" already mentioned: "EVERYTHING eventually gets leaked on the INTERNET"

anyways.. in my opinion this won't do much harm. just ignore this "incident" and finish it finally

heads up.  
0x90

---

---

Subject: Re: Leaked TT Patch

Posted by [Hex](#) on Tue, 11 May 2010 18:57:05 GMT

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---

reborn wrote on Tue, 11 May 2010 13:31  
I am puzzled who would release the source

0x90 wrote on Tue, 11 May 2010 16:00fyi: someone indeed offered a "RA:APB Gamma leak" over @UC as a ~466mb

No idea reborn but I don't believe in coincidences

---

---



Subject: Re: Leaked TT Patch  
Posted by [Sladewill](#) on Tue, 11 May 2010 21:06:46 GMT  
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---

It is true everything is leaked on the internet. Which is why to keep people informed otherwise they become relentless. Say whats been done so far and the progress towards the goal.

---

Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Tue, 11 May 2010 21:39:03 GMT  
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---

I would be thrilled to actually see someone leak a changelist or readme file for scripts 4.0

---

Subject: Re: Leaked TT Patch  
Posted by [Hex](#) on Tue, 11 May 2010 22:04:57 GMT  
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---

halo2pac, good luck with that...

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Tue, 11 May 2010 23:00:44 GMT  
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---

Its hard for someone to leak what doesn't exist

---

Subject: Re: Leaked TT Patch  
Posted by [InternetThug](#) on Wed, 12 May 2010 01:23:57 GMT  
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---

0x90 are you going to keep making cheats? i really love how you spend all your time making cheats for a game that hasnt been popular since 2003

---

Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Wed, 12 May 2010 03:53:50 GMT  
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---

you think he'd have more fun making a working anti-cheat but he's determined to be the e-villain

---

Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Wed, 12 May 2010 04:11:03 GMT  
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---

To bolster his e-penis

I don't see the point of making hacks for a dying game. Its so small of a comunity it would be like banging the neighbor girl.

you know everybody and everybody knows you.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Sladewill](#) on Wed, 12 May 2010 14:17:57 GMT  
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---

halo2pac wrote on Tue, 11 May 2010 23:11To bolster his e-penis

I don't see the point of making hacks for a dying game. Its so small of a comunity it would be like banging the neighbor girl.

you know everybody and everybody knows you.

Whats wrong with the next door neighbor if shes hot :S

---

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Wed, 12 May 2010 17:46:19 GMT  
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---

The TT team has been testing 4.0 against any cheats we can get our hands on and is taking steps to ensure that those cheats dont work with 4.0

---

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Wed, 12 May 2010 20:28:13 GMT  
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---

jonwil wrote on Wed, 12 May 2010 12:46The TT team has been testing 4.0 against any cheats we can get our hands on and is taking steps to ensure that those cheats dont work with 4.0

which is why it's kinda useless to have a build of it now, lol.

To step things up, I recommend any TT builds (Reborn, APB, AR, etc) not have the anti-cheat, and the anti-cheat only put in when it's fully released. I mean, it's not like the testers for Reborn/APB/AR need are going to be cheating :\

---

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Thu, 13 May 2010 00:35:18 GMT  
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---

The anti-cheat has to be added now to allow it to get enough testing before we release.

---

Subject: Re: Leaked TT Patch  
Posted by [Sladewill](#) on Thu, 13 May 2010 11:55:44 GMT  
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---

what is the progress in terms of percent of the TT patch

---

Subject: Re: Leaked TT Patch  
Posted by [CarrierII](#) on Thu, 13 May 2010 12:50:25 GMT  
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---

They'd have to finish changing/improving the engine before they could construct the anti-cheat, so if that's where they're up to, I'd say pretty far along.

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Fri, 14 May 2010 22:08:54 GMT  
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---

CarrierII wrote on Thu, 13 May 2010 14:50They'd have to finish changing/improving the engine before they could construct the anti-cheat, so if that's where they're up to, I'd say pretty far along.

Not exactly true. It's pretty farly done, but untill there is time to finish the last bits, it can't be released.

---

Subject: Re: Leaked TT Patch  
Posted by [CarrierII](#) on Fri, 14 May 2010 22:13:27 GMT  
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---

Perhaps more accurate if I qualify "construct" with "fully".

At any rate, no point securing code you're about to remove/change.

---

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Fri, 14 May 2010 22:35:18 GMT  
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---

CarrierII wrote on Sat, 15 May 2010 00:13Perhaps more accurate if I qualify "construct" with "fully".

At any rate, no point securing code you're about to remove/change.

Well, from what I know, I can say that most actual gameplay fixes are done. It's just stuff regarding selfupdater, mapdownloader and anti-cheat that need the launcher and therefor cannot be finished right now.

---

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Sat, 15 May 2010 18:51:14 GMT  
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EvilWhiteDragon wrote on Fri, 14 May 2010 17:35CarrierII wrote on Sat, 15 May 2010 00:13Perhaps more accurate if I qualify "construct" with "fully".

At any rate, no point securing code you're about to remove/change.

Well, from what I know, I can say that most actual gameplay fixes are done. It's just stuff regarding selfupdater, mapdownloader and anti-cheat that need the launcher and therefor cannot be finished right now.

Self updater? So TT will have more to it in later updates?

---

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Sat, 15 May 2010 22:34:58 GMT  
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---

GEORGE ZIMMER wrote on Sat, 15 May 2010 20:51EvilWhiteDragon wrote on Fri, 14 May 2010 17:35CarrierII wrote on Sat, 15 May 2010 00:13Perhaps more accurate if I qualify "construct" with "fully".

At any rate, no point securing code you're about to remove/change.

Well, from what I know, I can say that most actual gameplay fixes are done. It's just stuff regarding selfupdater, mapdownloader and anti-cheat that need the launcher and therefor cannot be finished right now.

Self updater? So TT will have more to it in later updates?

Well, we'd like to be able to fix bugs, if we made them, or continue to update Renegade and TT when needed. For ex against cheats.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Sladewill](#) on Sun, 16 May 2010 10:34:35 GMT  
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sounds promising to attract old players back if theres constant monitoring

---

Subject: Re: Leaked TT Patch  
Posted by [Taz](#) on Mon, 17 May 2010 14:02:31 GMT  
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---

Cant those bhp guys keep a few testers under control? Bunch of useless faggots. Hopefully this wont postpone the TT patch for renegade or any other mods.

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Mon, 17 May 2010 19:30:17 GMT  
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---

Taz wrote on Mon, 17 May 2010 15:02Cant those bhp guys keep a few testers under control? Bunch of useless faggots. Hopefully this wont postpone the TT patch for renegade or any other mods.

It's not entirely their fault, though. It's not like they can predict what every tester of every mod is going to do.

---

Subject: Re: Leaked TT Patch  
Posted by [TruYuri](#) on Mon, 17 May 2010 22:00:53 GMT  
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---

Taz wrote on Mon, 17 May 2010 09:02Cant those bhp guys keep a few testers under control? Bunch of useless faggots. Hopefully this wont postpone the TT patch for renegade or any other mods.

Thanks buddy, your structured criticism is well appreciated. We're beaming with excitement.

Just FYI, if it wasn't for all of our testers, TT would be a near-useless endeavor. If we have a tester that is a "faggot", I take no hesitation to give them all shit possible for it. But since you're not a tester and don't have access to our internal forums or the TT internal forums, I daresay you're the faggot who quite honestly has no bloody goddamned idea what is going on or how much our testers do in the first place.

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Mon, 17 May 2010 23:21:58 GMT  
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---

I can say right now that without the APB, AR and Reborn testers, 4.0 wouldn't be where it is today.

A huge chunk of the bug-fixing (and some of the features) have come about because of testing done by these guys.

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Subject: Re: Leaked TT Patch  
Posted by [Goztow](#) on Tue, 18 May 2010 06:45:40 GMT  
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---

I'm sure that a decent bunch of Renegade testers could have done a good job as well, without the constant hassle for new features related to the mods. But i guess that as you're all waiting for Sir Kane, it doesn't really matter if you need to develop new stuff.

I'm also stunned that there has still not been an alpha Renegade test phase with what's done.

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Subject: Re: Leaked TT Patch  
Posted by [StealthEye](#) on Tue, 18 May 2010 16:47:55 GMT  
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---

There is no organized Renegade test team as far as I am aware and I do not think TT currently has any people able to set it up either. The engine is the same; it should not matter a lot whether it is tested on Renegade, APB or Reborn. I too would have preferred a Renegade team, but it's simply not feasible.

---

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Subject: Re: Leaked TT Patch  
Posted by [Goztow](#) on Tue, 18 May 2010 17:10:25 GMT  
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---

I can get you a team of 10 testers in no time.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Reaver11](#) on Tue, 18 May 2010 17:48:43 GMT  
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---

Goztow wrote on Tue, 18 May 2010 12:10I can get you a team of 10 testers in no time.

Added to that I'm very sure there are communities that love to help you guys.

---

---

Subject: Re: Leaked TT Patch

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Posted by [Sean](#) on Tue, 18 May 2010 17:59:30 GMT

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Reaver11 wrote on Tue, 18 May 2010 12:48Goztow wrote on Tue, 18 May 2010 12:10I can get you a team of 10 testers in no time.

Added to that I'm very sure there are communities that love to help you guys.

This,

tbh, you have no idea how much some moderators hate cheaters/cheating/cheat0rmak3rs. Getting 10 mods to test, wouldn't be hard at all. @ TT

---

---

Subject: Re: Leaked TT Patch

Posted by [GEORGE ZIMMER](#) on Tue, 18 May 2010 19:02:30 GMT

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StealthEye wrote on Tue, 18 May 2010 11:47There is no organized Renegade test team as far as I am aware and I do not think TT currently has any people able to set it up either. The engine is the same; it should not matter a lot whether it is tested on Renegade, APB or Reborn. I too would have preferred a Renegade team, but it's simply not feasible.

How is it not feasible? Not trying to be a sarcastic dick or something for once, I'm actually curious.

---

---

Subject: Re: Leaked TT Patch

Posted by [cnc95fan](#) on Tue, 18 May 2010 19:31:49 GMT

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---

The people you're making it for I'm sure would only love to test what you are making them.

---

---

Subject: Re: Leaked TT Patch

Posted by [Tiesto](#) on Tue, 18 May 2010 21:19:57 GMT

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---

There's plenty of people who would test it, me included.

It would actually give me some hope again.

---

---

Subject: Re: Leaked TT Patch

Posted by [Gen\\_Blacky](#) on Tue, 18 May 2010 21:36:59 GMT

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---

there are already beta testers. There is a long list of people that have been beta testers for years.

---

They are the ones that get to test tt.

It would be nice to make an open beta so the stuff already made can be tested extensively. Not sure if tt is at the point or not.

Most of the people getting scripts 4.0 are getting it from apb. This leak shouldn't be a big deal. Then again I have no idea what's actually going on.

---

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Tue, 18 May 2010 23:07:44 GMT

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---

Mr.NiceGuy wrote on Tue, 18 May 2010 23:36 there are already beta testers. There is a long list of people that have been beta testers for years. They are the ones that get to test tt.

It would be nice to make an open beta so the stuff already made can be tested extensively. Not sure if tt is at the point or not.

Most of the people getting scripts 4.0 are getting it from apb. This leak shouldn't be a big deal. Then again I have no idea what's actually going on.

There will be an open beta, but only when we have more or less fully working AC and an auto updater. It is absolutely crucial that we can remotely force people to update, as otherwise there will be people getting weird errors or whatever because of not updating.

---

---

Subject: Re: Leaked TT Patch

Posted by [jonwil](#) on Wed, 19 May 2010 00:08:31 GMT

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---

The anti-cheat itself is 99% complete. The only work remaining is specific fixes designed to block specific cheats (i.e. when a cheat uses a given piece of renegade code or data, sometimes we can do things to move that data around or change its format so the cheater has to find the new location which is much harder to do)

Tweaks can be made to the anti-cheat as the beta test goes along (files that should be "cheat protected" but that aren't for example)

It's mostly the launcher/auto updater/etc that we are waiting for on the public beta test.

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Subject: Re: Leaked TT Patch

Posted by [Gen\\_Blacky](#) on Wed, 19 May 2010 03:12:23 GMT

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yea the auto updater is the one thing that needs to be completely finished before releasing publicly.

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Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Wed, 19 May 2010 03:58:03 GMT  
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Before you do a public beta is it possible to get a feature list?

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Subject: Re: Leaked TT Patch  
Posted by [Goztow](#) on Wed, 19 May 2010 06:48:37 GMT  
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If you get a small group of alpha testers, you don't need an auto updater as these people will indeed check things out.

The reason I'm suggesting this is because there seems to not have been any testing specifically on Renegade, by a group of non coders. I'm not at all convinced that because it works on APB, it'll also work on Ren...

What I'm trying to avoid is that you release an open beta for Ren and realize after 1 hour that multiple things just don't work for Renegade. Also, as some said before, it could give a new breath to TT. It would also allow to fix some stuff while waiting for SK to finish his stuff.

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Subject: Re: Leaked TT Patch  
Posted by [Hypnos](#) on Wed, 19 May 2010 13:25:11 GMT  
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What I think most people's problems are is that we've heard about this marvelous TT project, and seen nothing of it - and therefore people are starting to grow impatient because we've seen no hard evidence that you're doing what you say you're doing. The thing that I personally can't get my head around is the fact that you say you're making this patch for Renegade yet you're not testing it on Renegade. I'm all for the "method in the madness" perspective but I'm thoroughly confused at why you'd assume that if it works on APB, that it will automatically work on standard Renegade.

---

Subject: Re: Leaked TT Patch  
Posted by [Hitman](#) on Wed, 19 May 2010 15:50:49 GMT  
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lol im all for this TT patch, but its completly retarded that they announced it like 2 years ago to this day and get everyone excited as fuck, then proceed to never talk about anything whatsoever rofl.

---

Subject: Re: Leaked TT Patch  
Posted by [StealthEye](#) on Wed, 19 May 2010 16:27:33 GMT  
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Goztow wrote on Tue, 18 May 2010 19:10 I can get you a team of 10 testers in no time. But they would likely find fewer bugs than the current APB team. It is not just a matter of getting a few players to run the game a few times. It takes time and organization to properly test something; I've seen the APB team is well organized, and I'm pretty sure a new Renegade team wouldn't be near as productive. Yes, it would be better for TT to test with Renegade directly, but there is no team that has proven it is able to do that in Renegade.

You may doubt whether the APB team can find Renegade bugs, and for some things that may be true, but APB and Renegade use the same engine. If the engine works, it's unlikely that there are any big/hard to fix bugs left in Renegade.

If you can, please come up with a few potential Renegade bugs that would not show up in APB caused by TT features. I can't think of many.

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Subject: Re: Leaked TT Patch

Posted by [reborn](#) on Wed, 19 May 2010 16:57:32 GMT

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StealthEye wrote on Wed, 19 May 2010 12:27 Goztow wrote on Tue, 18 May 2010 19:10 I can get you a team of 10 testers in no time. But they would likely find fewer bugs than the current APB team. It is not just a matter of getting a few players to run the game a few times. It takes time and organization to properly test something; I've seen the APB team is well organized, and I'm pretty sure a new Renegade team wouldn't be near as productive. Yes, it would be better for TT to test with Renegade directly, but there is no team that has proven it is able to do that in Renegade.

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If you can, please come up with a few potential Renegade bugs that would not show up in APB caused by TT features. I can't think of many.

Agreed, but I know first hand how much time has been devoted to the mod teams to get their features in and keep them happy.

With hind sight, it might of been better to work with a renegade group from the start, and then any extra stuff needed for the mods been made and released via the updater?

But then, they say hind-sight is always 20/20.

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Subject: Re: Leaked TT Patch

Posted by [Goztow](#) on Wed, 19 May 2010 18:46:18 GMT

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StealthEye wrote on Wed, 19 May 2010 18:27Goztow wrote on Tue, 18 May 2010 19:10I can get you a team of 10 testers in no time. But they would likely find fewer bugs than the current APB team. It is not just a matter of getting a few players to run the game a few times. It takes time and organization to properly test something; I've seen the APB team is well organized, and I'm pretty sure a new Renegade team wouldn't be near as productive. Yes, it would be better for TT to test with Renegade directly, but there is no team that has proven it is able to do that in Renegade.

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We'll play 5v5 clanwars each evening for one week and tell u if your stuff works...

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Subject: Re: Leaked TT Patch

Posted by [CarrierII](#) on Wed, 19 May 2010 20:14:13 GMT

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Goztow wrote on Wed, 19 May 2010 19:46StealthEye wrote on Wed, 19 May 2010 18:27Goztow wrote on Tue, 18 May 2010 19:10I can get you a team of 10 testers in no time. But they would likely find fewer bugs than the current APB team. It is not just a matter of getting a few players to run the game a few times. It takes time and organization to properly test something; I've seen the APB team is well organized, and I'm pretty sure a new Renegade team wouldn't be near as productive. Yes, it would be better for TT to test with Renegade directly, but there is no team that has proven it is able to do that in Renegade.

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Doesn't stress test the engine. You need to do things like see if you can bluehell a hummer by driving it into the harvester in a 50 player marathon, 3 hours in.

---

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Subject: Re: Leaked TT Patch

Posted by [Kimb](#) on Wed, 19 May 2010 20:49:18 GMT

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CarrierII wrote on Wed, 19 May 2010 15:14Goztow wrote on Wed, 19 May 2010 19:46StealthEye wrote on Wed, 19 May 2010 18:27Goztow wrote on Tue, 18 May 2010 19:10I can get you a team

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Doesn't stress test the engine. You need to do things like see if you can bluehell a hummer by driving it into the harvester in a 50 player marathon, 3 hours in.

25v25 matches then, last long? maybe, and then bluehell-out of the hummer!

---

Subject: Re: Leaked TT Patch  
Posted by [Taz](#) on Wed, 19 May 2010 21:48:38 GMT  
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TruYuri wrote on Mon, 17 May 2010 17:00Taz wrote on Mon, 17 May 2010 09:02Cant those bhp guys keep a few testers under control? Bunch of useless faggots. Hopefully this wont postpone the TT patch for renegade or any other mods.

Thanks buddy, your structured criticism is well appreciated. We're beaming with excitement.

Just FYI, if it wasn't for all of our testers, TT would be a near-useless endeavor. If we have a tester that is a "faggot", I take no hesitation to give them all shit possible for it. But since you're not a tester and don't have access to our internal forums or the TT internal forums, I daresay you're the faggot who quite honestly has no bloody goddamned idea what is going on or how much our testers do in the first place.

Well, ofcourse. TT would obviously be nowhere without your awesome testing-group... but wait. What's this?

Quote:QUOTE(Chronojam aka APB leader @ May 17 2010)

Not particularly, beyond the fact that our testers are pretty dumb and would probably fuck their always.dat up somehow if we gave them patches instead of "Here is a full build" and "Here is a pile of files to drop in /data/"

Why does a group of dumb testers get the chance to test TT while the loyal renegade players are left out in the cold?

I'm not trying to start a riot over here, i just disagree with the way things are going right now.

---

---

Subject: Re: Leaked TT Patch

Posted by [Sladewill](#) on Wed, 19 May 2010 22:36:38 GMT

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---

talkn of bugs. Has there been a fix for the 7 hour glitch on a heavy server. Where as the server runs out of memory and just crashes like on jellyserv

---

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Subject: Re: Leaked TT Patch

Posted by [Dover](#) on Wed, 19 May 2010 23:06:51 GMT

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---

Taz wrote on Wed, 19 May 2010 14:48Why does a group of dumb testers get the chance to test TT while the loyal renegade players are left out in the cold?

I'm not trying to start a riot over here, i just disagree with the way things are going right now.

The lady doth protest too much, methinks.

---

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Subject: Re: Leaked TT Patch

Posted by [Spoony](#) on Wed, 19 May 2010 23:21:46 GMT

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---

i would have thought it wise to let me organise some clanwar-style testing with whatever we have currently

---

---

Subject: Re: Leaked TT Patch

Posted by [Ethenal](#) on Thu, 20 May 2010 00:13:15 GMT

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---

Sladewill wrote on Wed, 19 May 2010 17:36talkn of bugs. Has there been a fix for the 7 hour glitch on a heavy server. Where as the server runs out of memory and just crashes like on jellyserv

Probably not, all that takes is one little memory leak. As the game progresses, it'll eventually eat all the memory it has available.

---

---

Subject: Re: Leaked TT Patch

Posted by [halo2pac](#) on Thu, 20 May 2010 03:32:32 GMT

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---

How bout the horribly high pings?... I get better pings on CSS.

Also screw 25v25 lets get a 63v63 player game goin! My card can handle it!

---

---

Subject: Re: Leaked TT Patch

Posted by [StealthEye](#) on Thu, 20 May 2010 05:50:57 GMT

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---

Although they are both called 'ping', you're probably not comparing the same things. Renegade's ping includes processing on both the sending and receiving end, this can easily add a few dozen milliseconds to the ping. Other games likely use raw ICMP pings or something, which may show smaller values.

It may be that the Renegade packet processing takes a little long; part of that problem has been addressed in TT, but don't expect to see values equal to those in other games.

---

---

Subject: Re: Leaked TT Patch

Posted by [Goztow](#) on Thu, 20 May 2010 06:22:01 GMT

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---

Seye and I talked the testing idea over on MSN. It has been agreed to look into it at a further stage.

Carrier, though i understand that some may want to test on specific bugs, i'm convinced that my method will show up gameplay breaking bugs much more efficiently. What's the use in testing if blue hell is really completely gone if, extreme example, you didn't notice that artilleries now do double damage every 10th shot. If we managed to play say 20 clanwars with TT without noticing a single bug or crash, then at least we know that there aren't any really game breaking problems before the open beta release.

---

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Thu, 20 May 2010 06:27:28 GMT

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---

Goztow wrote on Thu, 20 May 2010 08:22Seye and I talked the testing idea over on MSN. It has been agreed to look into it at a further stage.

Carrier, though i understand that some may want to test on specific bugs, i'm convinced that my method will show up gameplay breaking bugs much more efficiently. What's the use in testing if blue hell is really completely gone if, extreme example, you didn't notice that artilleries now do double damage every 10th shot. If we managed to play say 20 clanwars with TT without noticing a single bug or crash, then at least we know that there aren't any really game breaking problems before the open beta release.

Well, the thing is that Seye (and me for a while) is usually using his TT build to play normal

Renegade. While this ofcourse doesn't use the new netcode, it does show that there are no or very few game breaking bugs.

---

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Subject: Re: Leaked TT Patch  
Posted by [Goztow](#) on Thu, 20 May 2010 07:15:17 GMT  
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How many clanwars have you played between TT-people?

---

---

Subject: Re: Leaked TT Patch  
Posted by [Wiener](#) on Thu, 20 May 2010 07:35:44 GMT  
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---

Goztow wrote on Thu, 20 May 2010 02:15How many clanwars have you played between TT-people?

---

---

Subject: Re: Leaked TT Patch  
Posted by [CarrierII](#) on Thu, 20 May 2010 12:47:11 GMT  
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---

I'm sure they're quite capable of not introducing nonsense like every tenth shell uber-arts.

Your point is still valid, however.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Kimb](#) on Thu, 20 May 2010 13:18:25 GMT  
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---

halo2pac wrote on Wed, 19 May 2010 22:32Also screw 25v25 lets get a 63v63 player game goin!  
My card can handle it!  
^THAT IS A GREAT IDEA

---

---

Subject: Re: Leaked TT Patch  
Posted by [cnc95fan](#) on Thu, 20 May 2010 14:49:58 GMT  
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---

Kimb wrote on Thu, 20 May 2010 08:18halo2pac wrote on Wed, 19 May 2010 22:32Also screw 25v25 lets get a 63v63 player game goin! My card can handle it!  
^THAT IS A GREAT IDEA

---

As many people as that actually play Renegade?

---

---

Subject: Re: Leaked TT Patch

Posted by [Omar007](#) on Thu, 20 May 2010 15:46:31 GMT

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cnc95fan wrote on Thu, 20 May 2010 16:49Kimb wrote on Thu, 20 May 2010 08:18halo2pac wrote on Wed, 19 May 2010 22:32Also screw 25v25 lets get a 63v63 player game goin! My card can handle it!

^THAT IS A GREAT IDEA

As many people as that actually play Renegade?

Well if we manage to pull every player from all the servers we should be able to get that many i think

---

---

Subject: Re: Leaked TT Patch

Posted by [Sladewill](#) on Thu, 20 May 2010 21:07:07 GMT

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Omar007 wrote on Thu, 20 May 2010 10:46cnc95fan wrote on Thu, 20 May 2010 16:49Kimb wrote on Thu, 20 May 2010 08:18halo2pac wrote on Wed, 19 May 2010 22:32Also screw 25v25 lets get a 63v63 player game goin! My card can handle it!

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like it i'm in

---

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Subject: Re: Leaked TT Patch

Posted by [DL60](#) on Thu, 20 May 2010 21:40:59 GMT

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---

Lets test the shit out of TT and see if it breaks. If it doesn't break it has not enough features!

---

---

Subject: Re: Leaked TT Patch

Posted by [Hypnos](#) on Sun, 23 May 2010 23:32:46 GMT

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---

I completely agree with Gozy and Spooky here, let some of the players who enjoy lobby wars, clanwars etc. have a right bash at it over say, a fortnightly period and you can gather feedback that way?



As I said, test the project on the game it's being made for.

---

---

Subject: Re: Leaked TT Patch

Posted by [liquidv2](#) on Tue, 25 May 2010 03:42:05 GMT

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---

whose idea was it to never actually test the TT patch for renegade on renegade before releasing it

shoot them

or let 0x90 get drunk and eat them

i'd be up for this proposed testing / lobby wars idea

we'd make sure to test specific things as well (ob walking, w/e else)

go ahead and let the APB test it, but let actual ren players take a crack at it as well

---

---

Subject: Re: Leaked TT Patch

Posted by [GEORGE ZIMMER](#) on Tue, 25 May 2010 03:59:19 GMT

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---

liquidv2 wrote on Mon, 24 May 2010 22:42 whose idea was it to never actually test the TT patch for renegade on renegade before releasing it

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i'd be up for this proposed testing / lobby wars idea

we'd make sure to test specific things as well (ob walking, w/e else)

go ahead and let the APB test it, but let actual ren players take a crack at it as well

agreed, I wouldn't mind testing it myself (I already have access to it due to being a Reborn tester, anyways) on normal Renegade.

---

---

Subject: Re: Leaked TT Patch

Posted by [jonwil](#) on Tue, 25 May 2010 04:16:36 GMT

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---

Its likely we will have a "closed public beta test" similar to how various versions of RenGuard were tested.

Details are still to be figured out and we need to finish a few things before we can start testing (most notably we need an auto-updater to update scripts automatically when a new build is available)

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---

Subject: Re: Leaked TT Patch  
Posted by [Goztow](#) on Tue, 25 May 2010 06:35:06 GMT  
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---

Quote:similar to how various versions of RenGuard were tested.  
Oh, shit...

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Tue, 25 May 2010 07:29:03 GMT  
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---

liquidv2 wrote on Tue, 25 May 2010 05:42whose idea was it to never actually test the TT patch for renegade on renegade before releasing it

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go ahead and let the APB test it, but let actual ren players take a crack at it as well  
Who said that is the case? None of the TT team, you're scaring yourself..

---

Subject: Re: Leaked TT Patch  
Posted by [jonwil](#) on Tue, 25 May 2010 08:55:39 GMT  
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---

The actual details are unclear at this point but I guarantee we will get lots of testing done once we have a shippable feature complete build of 4.0.

---

Subject: Re: Leaked TT Patch  
Posted by [Jerad2142](#) on Tue, 25 May 2010 12:56:44 GMT  
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---

You know beings this patch will be required and all I think everyone that wants to should have the opportunity to test it, that why if upon release they can't run it its their fault for not taking the time to test it in the first place.

---

Subject: Re: Leaked TT Patch  
Posted by [Hypnos](#) on Tue, 25 May 2010 17:26:37 GMT  
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---

It's good to see that TT are now considering testing their project on the game it's meant for - seems to me like you're now seeing sense.

---

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Tue, 25 May 2010 20:45:35 GMT

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EvilWhiteDragon wrote on Tue, 25 May 2010 09:29liquidv2 wrote on Tue, 25 May 2010 05:42whose idea was it to never actually test the TT patch for renegade on renegade before releasing it

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---

---

Subject: Re: Leaked TT Patch

Posted by [liquidv2](#) on Wed, 26 May 2010 05:40:35 GMT

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---

EvilWhiteDragon wrote on Tue, 25 May 2010 15:45EvilWhiteDragon wrote on Tue, 25 May 2010 09:29liquidv2 wrote on Tue, 25 May 2010 05:42whose idea was it to never actually test the TT patch for renegade on renegade before releasing it

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go ahead and let the APB test it, but let actual ren players take a crack at it as well  
Who said that is the case? None of the TT team, you're scaring yourself..

thank goodness, i can sleep again

---

---

Subject: Re: Leaked TT Patch

Posted by [cmatt42](#) on Wed, 26 May 2010 21:01:44 GMT

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---

Hypnos wrote on Tue, 25 May 2010 12:26 It's good to see that TT are now considering testing their project on the game it's meant for - seems to me like you're now seeing sense.

I thought they announced public beta testing from the start.

Oh, am I falling for some trolls? You guys are good.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Hypnos](#) on Thu, 27 May 2010 17:39:34 GMT  
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---

They announced public beta testing, but they didn't mention the specifics. Apparently the public beta testing is being done on Reborn...

---

---

Subject: Re: Leaked TT Patch  
Posted by [StealthEye](#) on Thu, 27 May 2010 18:21:41 GMT  
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---

No it's not. We are currently not testing in public. Public beta test will definitely be for Renegade, possibly preceded by a few weeks of private Renegade-specific testing.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Hypnos](#) on Thu, 27 May 2010 22:18:11 GMT  
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---

Well, apologies, was obviously a misunderstanding on my behalf.

I still believe that you should of tested this patch solely on the game you're planning on releasing it on and not it's affiliates.

I'm just starting to repeat myself now, so I look forward to the patch being tested on Renegade and I hope the feedback is good because that should in theory, bring forward the release date.

---

---

Subject: Re: Leaked TT Patch  
Posted by [KobraOps](#) on Thu, 27 May 2010 22:38:28 GMT  
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---

big deadmau5 fan ? ^^^

---

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Fri, 28 May 2010 00:39:25 GMT

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---

KobraOps wrote on Fri, 28 May 2010 00:38big deadmau5 fan ? ^^^^

Deadmau5 rules! I've seem him live in the o2 Arena in london, NYE 201. It was AWESOME!

---

Subject: Re: Leaked TT Patch

Posted by [Hypnos](#) on Fri, 28 May 2010 15:15:36 GMT

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---

Yeah, I'm a pretty big Deadmau5 fan.

---

Subject: Re: Leaked TT Patch

Posted by [KobraOps](#) on Sat, 29 May 2010 17:31:22 GMT

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---

Nice, seeing deadmau5 live must be pretty sick. I wish I had a chance to see Daft Punk live

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Sat, 29 May 2010 20:17:14 GMT

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---

KobraOps wrote on Sat, 29 May 2010 19:31Nice, seeing deadmau5 live must be pretty sick. I wish I had a chance to see Daft Punk live

Yeah Daft punk live is something I want to do as well, BADLY. Will prably be 2940270923508237 times to expensive or sold out, but still... I want!

I really dislike the fact that Daft Punk doesn't seem to have any roster or w/e on their website.

---

Subject: Re: Leaked TT Patch

Posted by [KobraOps](#) on Sat, 29 May 2010 21:57:32 GMT

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---

EvilWhiteDragon wrote on Sat, 29 May 2010 15:17KobraOps wrote on Sat, 29 May 2010

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---

They are making 24 tracks for the movie Tron. And are making appearances in the movie as DJ programs.

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Sun, 30 May 2010 00:34:15 GMT

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---

KobraOps wrote on Sat, 29 May 2010 23:57EvilWhiteDragon wrote on Sat, 29 May 2010 15:17KobraOps wrote on Sat, 29 May 2010 19:31Nice, seeing deadmau5 live must be pretty sick. I wish I had a chance to see Daft Punk live  
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I really dislike the fact that Daft Punk doesn't seem to have any roster or w/e on their website.

They are making 24 tracks for the movie Tron. And are making appearances in the movie as DJ programs.

That's still not live

---

Subject: Re: Leaked TT Patch

Posted by [Hypnos](#) on Sat, 05 Jun 2010 18:56:35 GMT

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---

I have their whole discography here, including the stuff they done for company adverts.

---

Subject: Re: Leaked TT Patch

Posted by [Sladewill](#) on Sun, 06 Jun 2010 01:08:45 GMT

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---

why are you talkn bout something totally unrelated to TT XD shouldn't that be in the discussion forum

---

Subject: Re: Leaked TT Patch

Posted by [Clark Kent](#) on Sun, 06 Jun 2010 02:26:59 GMT

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Sladewill wrote on Sat, 05 June 2010 20:08why are you talkn bout something totally unrelated to TT XD shouldn't that be in the discussion forum

TT is failing to release stuff unlike these bands or whatever... therefore the bands are more relevant.

---

Subject: Re: Leaked TT Patch

Posted by [Sladewill](#) on Sun, 06 Jun 2010 10:50:42 GMT

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---

Clark Kent wrote on Sat, 05 June 2010 21:26Sladewill wrote on Sat, 05 June 2010 20:08why are

---

you talkn bout something totally unrelated to TT XD shouldn't that be in the discussion forum  
TT is failing to release stuff unlike these bands or whatever... therefore the bands are more relevant.

point taken

---

---

Subject: Re: Leaked TT Patch

Posted by [KobraOps](#) on Sun, 06 Jun 2010 19:28:10 GMT

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---

Clark Kent wrote on Sat, 05 June 2010 20:26Sladewill wrote on Sat, 05 June 2010 20:08why are you talkn bout something totally unrelated to TT XD shouldn't that be in the discussion forum  
TT is failing to release stuff unlike these bands or whatever... therefore the bands are more relevant.

^^^

And Alive 2007 is the best album of all time

Speaking of topics based off avatars, I used to watch Smallville all the time. Was pretty good

---

---

Subject: Re: Leaked TT Patch

Posted by [Clark Kent](#) on Sun, 06 Jun 2010 21:00:40 GMT

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KobraOps wrote on Sun, 06 June 2010 14:28Clark Kent wrote on Sat, 05 June 2010 20:26Sladewill wrote on Sat, 05 June 2010 20:08why are you talkn bout something totally unrelated to TT XD shouldn't that be in the discussion forum  
TT is failing to release stuff unlike these bands or whatever... therefore the bands are more relevant.

^^^

And Alive 2007 is the best album of all time

Speaking of topics based off avatars, I used to watch Smallville all the time. Was pretty good  
I am actually going back through the seasons now. I started after season 9 just ended, already back in season 7 on DVD. Can't wait for season 10 to come in September... lols

---

---

Subject: Re: Leaked TT Patch

Posted by [KobraOps](#) on Sun, 06 Jun 2010 21:56:59 GMT

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---

Some of the episodes got a little too much like a soap opera, but otherwise its pretty good

---

---

Subject: Re: Leaked TT Patch

Posted by [liquidv2](#) on Mon, 07 Jun 2010 00:40:46 GMT

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---

i heard 0x90 took a leak on the TT patch

---

Subject: Re: Leaked TT Patch

Posted by [KobraOps](#) on Mon, 07 Jun 2010 05:04:15 GMT

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---

liquidv2 wrote on Sun, 06 June 2010 19:40i heard 0x90 took a leak on the TT patch

This is completely off the topic of smallville.

---

Subject: Re: Leaked TT Patch

Posted by [liquidv2](#) on Mon, 07 Jun 2010 05:33:54 GMT

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---

sorry guys

---

Subject: Re: Leaked TT Patch

Posted by [Clark Kent](#) on Mon, 07 Jun 2010 05:54:05 GMT

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---

liquidv2 wrote on Mon, 07 June 2010 00:33sorry guys

Better be, or I will come to CVS and beat your lil skippy scooter kid ass.

---

Subject: Re: Leaked TT Patch

Posted by [EvilWhiteDragon](#) on Mon, 07 Jun 2010 09:56:06 GMT

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---

This topic is now about Extrawelt.

<http://www.youtube.com/watch?v=I31J6emKXxY&feature=related>

I heard him live and I must say he's pretty awesome at the deck. Couldn't hear much for like 2 or 3 hours afterwards though...

---

Subject: Re: Leaked TT Patch

Posted by [liquidv2](#) on Tue, 08 Jun 2010 05:52:55 GMT

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---



i don't know where the nearest CVS is but i can probably find a Walgreens

---

---

Subject: Re: Leaked TT Patch  
Posted by [halo2pac](#) on Tue, 08 Jun 2010 07:40:32 GMT  
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---

Wtf, you are off topic as much as Obama is.

If someone had the source how much of a problem could it be?

Also did you change anything 'wol Protocol' related?

---

---

Subject: Re: Leaked TT Patch  
Posted by [Kimb](#) on Tue, 08 Jun 2010 12:21:12 GMT  
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---

liquidv2 wrote on Tue, 08 June 2010 00:52i don't know where the nearest CVS is but i can probably find a Walgreens  
Clark v Liquid at Walgreens NOAW!

---

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Tue, 08 Jun 2010 20:34:34 GMT  
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---

halo2pac wrote on Tue, 08 June 2010 09:40Wtf, you are off topic as much as Obama is.

If someone had the source how much of a problem could it be?

Also did you change anything 'wol Protocol' related?

Depends, but what does it matter? It's not like the source would get leaked (easily).

---

---

Subject: Re: Leaked TT Patch  
Posted by [KobraOps](#) on Thu, 10 Jun 2010 00:42:38 GMT  
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---

What if Lex Luthor were to get his hands on this supposed leaked data?

---

---

Subject: Re: Leaked TT Patch  
Posted by [Clark Kent](#) on Thu, 10 Jun 2010 02:43:38 GMT

---

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---

KobraOps wrote on Wed, 09 June 2010 19:42: What if Lex Luthor were to get his hands on this supposed leaked data?

He would spend millions finding a way to use it against all of humanity in a hostile campaign to take over the world.

---

---

Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Thu, 10 Jun 2010 05:19:37 GMT  
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---

0x90 does that without spending any money at all and people like and defend him because he's polite sounds like the perfect villain if you ask me!

---

---

Subject: Re: Leaked TT Patch  
Posted by [Sladewill](#) on Thu, 10 Jun 2010 11:46:04 GMT  
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---

liquidv2 wrote on Thu, 10 June 2010 00:19: 0x90 does that without spending any money at all and people like and defend him because he's polite sounds like the perfect villain if you ask me!

Imao

---

---

Subject: Re: Leaked TT Patch  
Posted by [Sean](#) on Thu, 10 Jun 2010 12:07:42 GMT  
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---

Sladewill wrote on Thu, 10 June 2010 06:46: liquidv2 wrote on Thu, 10 June 2010 00:19: 0x90 does that without spending any money at all and people like and defend him because he's polite sounds like the perfect villain if you ask me!

Imao

It's so funny, cuz its true.

Did TT run out of things to say? For the first time in 2yrs you guys have actually been discussing TT with us, don't stop now.

---

---

Subject: Re: Leaked TT Patch  
Posted by [EvilWhiteDragon](#) on Thu, 10 Jun 2010 16:32:01 GMT  
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---

Azazel wrote on Thu, 10 June 2010 14:07Sladewill wrote on Thu, 10 June 2010 06:46liquidv2 wrote on Thu, 10 June 2010 00:190x90 does that without spending any money at all and people like and defend him because he's polite sounds like the perfect villain if you ask me!

Imao

It's so funny, cuz its true.

Did TT run out of things to say? For the first time in 2yrs you guys have actually been discussing TT with us, don't stop now.  
With statements like these, what is there to discuss? We've always asked for your input since it was announced.

---

---

Subject: Re: Leaked TT Patch  
Posted by [Taz](#) on Sun, 04 Jul 2010 13:53:00 GMT  
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---

Some guy named sadukar09 offered me a download of APB:Gamma yesterday... Just sayin'.

---

---

Subject: Re: Leaked TT Patch  
Posted by [LeminLyme](#) on Sun, 04 Jul 2010 19:17:57 GMT  
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---

EvilWhiteDragon wrote on Thu, 10 June 2010 11:32Azazel wrote on Thu, 10 June 2010 14:07Sladewill wrote on Thu, 10 June 2010 06:46liquidv2 wrote on Thu, 10 June 2010 00:190x90 does that without spending any money at all and people like and defend him because he's polite sounds like the perfect villain if you ask me!

Imao

It's so funny, cuz its true.

Did TT run out of things to say? For the first time in 2yrs you guys have actually been discussing TT with us, don't stop now.  
With statements like these, what is there to discuss? We've always asked for your input since it was announced.

Contrary to popular belief, two years later noone has anything to say about something we know little about. They want to HEAR about it, not talk about it.

---

---

Subject: Re: Leaked TT Patch  
Posted by [LeminLyme](#) on Sun, 04 Jul 2010 20:14:43 GMT  
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---

Taz wrote on Sun, 04 July 2010 14:56 Nice.

Is that widescreen? Lol. Excuse me for being a tool, but i'm not sure what i'm looking at exactly.  
Apocalypse Rising maybeh?

---

Subject: Re: Leaked TT Patch  
Posted by [sadukar09](#) on Sun, 04 Jul 2010 21:29:27 GMT  
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---

Taz wrote on Sun, 04 July 2010 14:53Some guy named sadukar09 offered me a download of APB:Gamma yesterday... Just sayin'.  
DCobb nice fucking try at setting me up after you broke into someone's bank account.

---

Subject: Re: Leaked TT Patch  
Posted by [Taz](#) on Sun, 04 Jul 2010 21:38:04 GMT  
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---

You could've known i wouldn't let crap like this go unnoticed.  
Boosting your e-penis by acting all big with your tester status, and now look what happened.

And who the fuck is dcob?

---

Subject: Re: Leaked TT Patch  
Posted by [sadukar09](#) on Sun, 04 Jul 2010 21:39:51 GMT  
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---

Taz wrote on Sun, 04 July 2010 16:38You could've known i wouldn't let crap like this go unnoticed.  
Boosting your e-penis by acting all big with your tester status, and now look what happened.

And who the fuck is dcob?

Nice try.

---

Subject: Re: Leaked TT Patch  
Posted by [Taz](#) on Sun, 04 Jul 2010 21:40:40 GMT  
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---

Yeah, i use TOR. So what?

---

---

Subject: Re: Leaked TT Patch

Posted by [sadukar09](#) on Sun, 04 Jul 2010 21:43:24 GMT

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---

Cool, wait until you get sent to jail.

---

---

Subject: Re: Leaked TT Patch

Posted by [Stefan](#) on Sun, 04 Jul 2010 21:50:43 GMT

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---

LOLSUIT INCOMING!!

---

---

Subject: Re: Leaked TT Patch

Posted by [sadukar09](#) on Sun, 04 Jul 2010 21:57:10 GMT

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---

Stefan wrote on Sun, 04 July 2010 16:50LOLSUIT INCOMING!!

<http://www.cracked.com/funny-3809-internet-argument-techniques>

#5.

COINCIDENCE?

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Subject: Re: Leaked TT Patch

Posted by [trooprm02](#) on Sun, 04 Jul 2010 23:48:44 GMT

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---

I hope its not actually you stefan (blackwolf) who is using both accounts but it sure looks like it....and that is NOT TOR because chello is a dutch home internet connection in the Netherlands and not the german commercial one that TOR uses....Also, I heard YOUR the one that leaked the APB Gamma which is troubling because your also on the reborn beta team.....

---

---

Subject: Re: Leaked TT Patch  
Posted by [sadukar09](#) on Mon, 05 Jul 2010 10:16:07 GMT  
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---

troopr02 wrote on Sun, 04 July 2010 18:48I hope its not actually you stefan (blackwolf) who is using both accounts but it sure looks like it....and that is NOT TOR because chello is a dutch home internet connection in the Netherlands and not the german commercial one that TOR uses....Also, I heard YOUR the one that leaked the APB Gamma which is troubling because your also on the reborn beta team.....

He's butthurt because of clan drama, so he hacked his clanmates' passwords. He went as far as someone's bank account.

---

Subject: Re: Leaked TT Patch  
Posted by [GEORGE ZIMMER](#) on Mon, 05 Jul 2010 19:46:22 GMT  
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---

...or it could be that someone just has the name Stefan IRL, which isn't THAT uncommon...

---

Subject: Re: Leaked TT Patch  
Posted by [liquidv2](#) on Mon, 12 Jul 2010 22:33:17 GMT  
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---

i knew a kid named Stefan once  
i didn't like him much

---

Subject: Re: Leaked TT Patch  
Posted by [Ethenal](#) on Tue, 27 Jul 2010 02:54:12 GMT  
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---

troopr02 wrote on Sun, 04 July 2010 18:48I hope its not actually you stefan (blackwolf) who is using both accounts but it sure looks like it....and that is NOT TOR because chello is a dutch home internet connection in the Netherlands and not the german commercial one that TOR uses....Also, I heard YOUR the one that leaked the APB Gamma which is troubling because your also on the reborn beta team.....

You do realize Tor proxies are most commonly run off of home computers? Nice detective work.

---

Subject: Re: Leaked TT Patch  
Posted by [zeratul](#) on Tue, 27 Jul 2010 02:58:15 GMT  
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---

god why

---

Subject: Re: Leaked TT Patch  
Posted by [Starbuzz](#) on Tue, 27 Jul 2010 03:08:57 GMT  
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---

sadukar09 wrote on Sun, 04 July 2010 16:57  
<http://www.cracked.com/funny-3809-internet-argument-techniques>

lmao

---

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Subject: Re: Leaked TT Patch  
Posted by [Gohax](#) on Tue, 27 Jul 2010 16:32:37 GMT  
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---

That's win lol

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