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**Subject: Beta TT test server!**

Posted by [EvilWhiteDragon](#) on Sat, 19 Mar 2011 20:17:59 GMT

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During the previous test it became obvious that a full scale and proper test is rather hard to organize. Because of this we have decided to not do a specific, single test event for now.

Instead we have decided to open up the 4.0 test server so that interested people can play there and help us find any remaining bugs. This way nobody will be forced to go on the test server because other servers shut down and there is no problem with fitting in everyone's schedules. Since the main purpose of the server is to test the serverside 4.0 scripts, it would be highly appreciated if you report any problems you encounter, they will then be fixed asap, so please don't assume that they have been reported already . You can report them on these forums or using the ingame feature if you have scripts 4.0 (currently only available to testers of the APB and Reborn test team, and obviously the TT team).

Server info:

WOL/XWIS hostname: a000000d (might be subject to change)

WOL/XWIS title: [BI] TT Test Server

Direct connect IP: 95.211.124.215

Direct connect port: 4880

IRC server: irc.blackintel.org (or irc.n00bstories.com)

IRC channel: #ttmain

Teamspeak 3: ts3.blackintel.org

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**Subject: Re: Beta TT test server!**

Posted by [Lone0001](#) on Sat, 19 Mar 2011 23:27:37 GMT

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Cool, I saw a server called "TT Test Server" (it was passworded) the other day and wondered what it was, now I know.

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**Subject: Re: Beta TT test server!**

Posted by [EvilWhiteDragon](#) on Sun, 20 Mar 2011 01:22:59 GMT

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Thanks to some misunderstanding we're now (temporarily) on a000000d.

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**Subject: Re: Beta TT test server!**

Posted by [HaTe](#) on Sun, 20 Mar 2011 03:25:55 GMT

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It doesn't appear to be on the RR list? Why is this? Even the APB TT Test server is on the RR list...

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Subject: Re: Beta TT test server!

Posted by [EvilWhiteDragon](#) on Sun, 20 Mar 2011 09:08:51 GMT

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HaTe wrote on Sun, 20 March 2011 04:25It doesn't appear to be on the RR list? Why is this? Even the APB TT Test server is on the RR list....

It is on XWIS, but perhaps not on GSA, not sure. Will look into this later.

<http://www.blackintel.org/renegade/xwiswol>

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Subject: Re: Beta TT test server!

Posted by [Dethdeath](#) on Mon, 21 Mar 2011 20:25:23 GMT

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This new way of testing seems rather dumb. I can't see you getting many players to join and the nick doesn't help either.

Why is it so hard to organize another proper event like the first one you did?

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Subject: Re: Beta TT test server!

Posted by [EvilWhiteDragon](#) on Mon, 21 Mar 2011 20:51:32 GMT

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Dethdeath wrote on Mon, 21 March 2011 21:25This new way of testing seems rather dumb. I can't see you getting many players to join and the nick doesn't help either.

Why is it so hard to organize another proper event like the first one you did?

Because at the second one only 20 or so people bothered to show up and the serverowners seemed to collectively ignore our request to shutdown servers so players would be forced to go on the test server, unlike the first time.

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Subject: Re: Beta TT test server!

Posted by [Goztow](#) on Mon, 21 Mar 2011 21:14:45 GMT

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But you'll just get less people this way :-S.

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Subject: Re: Beta TT test server!

Posted by [ExEric3](#) on Mon, 21 Mar 2011 22:57:12 GMT

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EvilWhiteDragon wrote on Mon, 21 March 2011 21:51

Because at the second one only 20 or so people bothered to show up and the serverowners

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seemed to collectively ignore our request to shutdown servers so players would be forced to go on the test server, unlike the first time.

And what about ask EA or Strike Team for some temp WOL Clone for some days?

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Subject: Re: Beta TT test server!

Posted by [EvilWhiteDragon](#) on Tue, 22 Mar 2011 08:35:01 GMT

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ExEric3 wrote on Mon, 21 March 2011 23:57EvilWhiteDragon wrote on Mon, 21 March 2011 21:51

Because at the second one only 20 or so people bothered to show up and the serverowners seemed to collectively ignore our request to shutdown servers so players would be forced to go on the test server, unlike the first time.

And what about ask EA or Strike Team for some temp WOL Clone for some days?

I'm not sure how that would be of any help tbh? You mean so other servers wouldn't be able to go online/ get any players at all? That seems a bit like overkill to me, not to mention the bad blood it would set with the serverowners.

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Subject: Re: Beta TT test server!

Posted by [NACHO-ARG](#) on Tue, 22 Mar 2011 10:28:41 GMT

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hey if you are interested in getting more players to join make the server appears in the RR list i think that will help a lot man.

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Subject: Re: Beta TT test server!

Posted by [ExEric3](#) on Tue, 22 Mar 2011 10:50:59 GMT

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EvilWhiteDragon wrote on Tue, 22 March 2011 09:35

I'm not sure how that would be of any help tbh? You mean so other servers wouldn't be able to go online/ get any players at all? That seems a bit like overkill to me, not to mention the bad blood it would set with the serverowners.

Yeah something like that. Bad blood I think is already here. Nice example first and second beta test. I dont think its communication fail. People just starting ignoring TT because it take too much time and first beta didnt show us much at least for end users. (I know its beta and client side is needed or required also).

If TT patch should be official I dont see here any problems only forcing all players to one server for some short time to collect all important data, crashes, bugs etc.

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Subject: Re: Beta TT test server!

Posted by [EvilWhiteDragon](#) on Tue, 22 Mar 2011 11:28:02 GMT

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ExEric3 wrote on Tue, 22 March 2011 11:50 EvilWhiteDragon wrote on Tue, 22 March 2011 09:35  
I'm not sure how that would be of any help tbh? You mean so other servers wouldn't be able to go online/ get any players at all? That seems a bit like overkill to me, not to mention the bad blood it would set with the serverowners.

Yeah something like that. Bad blood I think is already here. Nice example first and second beta test. I dont think its communication fail. People just starting ignoring TT because it take too much time and first beta didnt show us much at least for end users. (I know its beta and client side is needed or required also).

If TT patch should be official I dont see here any problems only forcing all players to one server for some short time to collect all important data, crashes, bugs etc.

Sad thing of TT is that there isnt a lot of visible changes anyway. Most changes will not be noted, because they're bug fixes. It's visible that the game will crash less for example, but that's something a lot of people won't notice. They will however notice when the game crashes.

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Subject: Re: Beta TT test server!

Posted by [HaTe](#) on Thu, 24 Mar 2011 23:47:09 GMT

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I know you probably don't think putting it on the RR list will do much for the server activity, but in all honesty it very likely will help....Any update on getting the server listed on RR?

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Subject: Re: Beta TT test server!

Posted by [EvilWhiteDragon](#) on Fri, 25 Mar 2011 06:30:31 GMT

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HaTe wrote on Fri, 25 March 2011 00:47 I know you probably don't think putting it on the RR list will do much for the server activity, but in all honesty it very likely will help....Any update on getting the server listed on RR?

I have no idea where RR creates his serverlists from. The server \*SHOULD\* be on GSA, but I can't check that unfortunately.

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Subject: Re: Beta TT test server!

Posted by [Goztow](#) on Fri, 25 Mar 2011 07:22:17 GMT

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If it's on GSA, it's on RR.

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Subject: Re: Beta TT test server!  
Posted by [EvilWhiteDragon](#) on Fri, 25 Mar 2011 08:15:08 GMT  
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Well, then I suspect that it's either ON the RR list, OR that BrenBot doesn't want to send the GSA bits, even though it's told to do so.

I will try to look into it this weekend, but can't promise anything really. Edit: after someone verifies it's still not on GSA/RR.

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Subject: Re: Beta TT test server!  
Posted by [Spyder](#) on Fri, 25 Mar 2011 09:13:54 GMT  
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Is it using a bot, because there are no extra things whatsoever. No !rules, no !commands or !help. And it's empty most of the time

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Subject: Re: Beta TT test server!  
Posted by [EvilWhiteDragon](#) on Fri, 25 Mar 2011 09:40:44 GMT  
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Unless BrenBot is acting up again, there surely is a bot active. Currently @ internship, so I cannot fix it right now. Perhaps StealthEye has time, or otherwise I'll look into it later.

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Subject: Re: Beta TT test server!  
Posted by [EvilWhiteDragon](#) on Fri, 25 Mar 2011 19:26:21 GMT  
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EvilWhiteDragon wrote on Fri, 25 March 2011 10:40 Unless BrenBot is acting up again, there surely is a bot active. Currently @ internship, so I cannot fix it right now. Perhaps StealthEye has time, or otherwise I'll look into it later.

Checked it out. It appears that there isn't any connection by which BrenBot and the server are communicating with each other. I put the coders on this, so they can figure out WHY it's happening. This is probably the reason for it not showing up on GSA or RR server thingy.

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Subject: Re: Beta TT test server!  
Posted by [NACHO-ARG](#) on Fri, 25 Mar 2011 20:59:46 GMT  
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ok hope you fix this soon so i can join and help in some way lol

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Subject: Re: Beta TT test server!  
Posted by [Spyder](#) on Fri, 25 Mar 2011 21:02:07 GMT  
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NACHO-ARG wrote on Fri, 25 March 2011 21:59ok hope you fix this soon so i can join and help in some way lol

Download RenegadeIP from the thread in the mod section, then join by ip address/port number.

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Subject: Re: Beta TT test server!  
Posted by [NACHO-ARG](#) on Sat, 26 Mar 2011 04:39:33 GMT  
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i already do that but the server is empty like Hate says if the server appears in the RR list i think you will get much more players to join.

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Subject: Re: Beta TT test server!  
Posted by [Crimson](#) on Mon, 28 Mar 2011 19:22:52 GMT  
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Are you at least running the "gameplay pending" mod that lets you play with just one person in the server?

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Subject: Re: Beta TT test server!  
Posted by [Spyder](#) on Mon, 28 Mar 2011 19:35:26 GMT  
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Crimson wrote on Mon, 28 March 2011 21:22Are you at least running the "gameplay pending" mod that lets you play with just one person in the server?

Yes they are, I played a few games on my own already.

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Subject: Re: Beta TT test server!  
Posted by [Caveman](#) on Mon, 28 Mar 2011 19:39:07 GMT  
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Yes, yes they are.

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Subject: Re: Beta TT test server!  
Posted by [NACHO-ARG](#) on Tue, 29 Mar 2011 04:11:22 GMT

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my too but it will be nice if find someone wen i join

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