TT 4.0 Test Event
Hey all, we will be holding a mixed public and ttesters Renegade 4.0 Test Event coming
Saturday the 6th of August 2011:
@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)
(Check Other Time Zones)

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

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

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

Server Information
IP = 109.230.246.231
Port = 4848
XWIS Nickname = tt4serv (sort by hostname and you'll find it quicker)
Maprotation:
C&C_Hourglass
C&C_Field
C&C_Mesa
C&C_Complex
C&C_City_Flying
C&C_Under
C&C_City
C&C_Walls_Flying
C&C_Walls

C&C_Volcano
C&C_Glacier_Flying
C&C_Islands
C&C_Jonwils_Lair_b1
C&C_Alpine
C&C_BasinTS
C&C_BunkersTS
C&C_FieldTS
C&C_CliffsLX
C&C_Conquest_Winter
C&C_Forgotten_Town
C&C_Fortress2k4
C&C_GlacierTS
C&C_Golf_Course
C&C_Hangmans_Canyon
C&C_Lunar_Landing
C&C_River_RaidTS
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Tib_Pit_3
C&C_Uphill

Subject: Re: Renegade 4.0 Test Event
Posted by iRANian on Mon, 01 Aug 2011 02:42:03 GMT
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I'll probably be there.

Subject: Re: Renegade 4.0 Test Event
Posted by NACHO-ARG on Mon, 01 Aug 2011 04:44:03 GMT
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i will try to be there, hope you get this finished soon

Subject: Re: Renegade 4.0 Test Event
Posted by sla.ro(master) on Mon, 01 Aug 2011 05:56:01 GMT
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i will be there like always

Subject: Re: Renegade 4.0 Test Event
Posted by Manuel857 on Mon, 01 Aug 2011 06:00:19 GMT
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I'll try to come if I'm not busy.

Subject: Re: Renegade 4.0 Test Event
Posted by Spyder on Mon, 01 Aug 2011 11:03:27 GMT
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Can't be there unfortunately, that's the time at which I pretend to have a life.

Subject: Re: Renegade 4.0 Test Event
Posted by Gen_Blacky on Mon, 01 Aug 2011 15:18:52 GMT
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Spyder wrote on Mon, 01 August 2011 04:03Can't be there unfortunately, that's the time at which I pretend to have a life.

Subject: Re: Renegade 4.0 Test Event
Posted by Hypnos on Mon, 01 Aug 2011 16:04:04 GMT
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Still on holiday. ;(

Subject: Re: Renegade 4.0 Test Event
Posted by Caveman on Mon, 01 Aug 2011 16:19:35 GMT
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As it currently stands I have nothing planned for Saturday so I should be able to attend.

Subject: Re: Renegade 4.0 Test Event
Posted by Creed3020 on Mon, 01 Aug 2011 17:11:16 GMT
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I should be able to attend. I added it to my calendar so that I get reminded.

Subject: Re: Renegade 4.0 Test Event

Posted by Starbuzz on Mon, 01 Aug 2011 22:34:50 GMT
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I will be leaving for India on Thursday in a sudden-trip so won't be able to make it sadly. I just knew today morning; would be back only on the first week of Sept...so no Rene till then.

meh, I will check the forums though.

Subject: Re: Renegade 4.0 Test Event
Posted by Rocky on Tue, 02 Aug 2011 21:04:42 GMT
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yay for TT! will be there!

Subject: Re: Renegade 4.0 Test Event
Posted by zunnie on Sat, 06 Aug 2011 05:51:39 GMT
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Unless XWIS comes back online before tonight's game we might have to re-schedule it

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Subject: Re: Renegade 4.0 Test Event
Posted by sla.ro(master) on Sat, 06 Aug 2011 13:24:05 GMT
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why depend on xwis? use gamespy if xwis won't be on tonight.

edit: xwis is back.

Subject: Re: Renegade 4.0 Test Event
Posted by Soulhunter on Sat, 06 Aug 2011 13:45:43 GMT
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Yep, xwis is back so the event can still happen
I'll also try to be there btw

Subject: Re: Renegade 4.0 Test Event
Posted by zunnie on Sat, 06 Aug 2011 18:42:13 GMT
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So, i and a few others are on the server now
Come join

Subject: Re: Renegade 4.0 Test Event
Posted by iRANian on Sat, 06 Aug 2011 22:07:25 GMT
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Test went pretty well, could another one be scheduled in a few weeks that's in a more USA friendly timezone though?

Subject: Re: Renegade 4.0 Test Event
Posted by Lone0001 on Sat, 06 Aug 2011 22:10:37 GMT
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Some good games, not that bad of a turn out but it could have been better.

At most like 24ish players.

Subject: Re: Renegade 4.0 Test Event
Posted by FekLeyrTarg on Sun, 07 Aug 2011 13:47:34 GMT
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Honestly I didn't have much fun. It lagged too much, I couldn't aim and I was always shot down.
So I decided to leave after about three quarters of an hour. (No offense)
I was in Germany when I was playing.

Subject: Re: Renegade 4.0 Test Event
Posted by EvilWhiteDragon on Sun, 07 Aug 2011 14:01:49 GMT
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FekLeyrTarg wrote on Sun, 07 August 2011 15:47Honestly I didn't have much fun. It lagged too much, I couldn't aim and I was always shot down. So I decided to leave after about three quarters of an hour. (No offense)
I was in Germany when I was playing.
Well, since the server is located in Europe (Germany or the Netherlands, unsure) it was probably your connection that was acting up unfortunately.

Subject: Re: Renegade 4.0 Test Event
Posted by Caveman on Sun, 07 Aug 2011 14:15:19 GMT
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FekLeyrTarg wrote on Sun, 07 August 2011 14:47Honestly I didn't have much fun. It lagged too much, I couldn't aim and I was always shot down. So I decided to leave after about three quarters of an hour. (No offense)
I was in Germany when I was playing.

The only time I lagged was on the DM map but that was only for a min or so...

Must have been your connection.

Subject: Re: Renegade 4.0 Test Event
Posted by iRANian on Sun, 07 Aug 2011 16:43:03 GMT
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I had some issues with lag on FieldTS for a bit but that was it.

Subject: Re: Renegade 4.0 Test Event
Posted by Spyder on Sun, 07 Aug 2011 20:05:26 GMT
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I had no lagg, but some strange bug which happened to more people also happened to me. When a person got killed it didn't show a kill message.

Subject: Re: Renegade 4.0 Test Event
Posted by Goztow on Mon, 08 Aug 2011 06:20:36 GMT
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That seems to happen when you have a low kbps.

Subject: Re: Renegade 4.0 Test Event
Posted by FekLeyrTarg on Wed, 10 Aug 2011 00:52:36 GMT
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I've also noticed that there was some sort of First-Person view for vehicles. Was that intentional?

Subject: Re: Renegade 4.0 Test Event
Posted by zunnie on Wed, 10 Aug 2011 04:26:21 GMT
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Note: TIME WAS CHANGED TO:

@ 3PM Amsterdam (CEST)
@ 2PM London (BST)
@ 9AM New York (EDT)

So Jonwil can make it too...

Subject: Re: Renegade 4.0 Test Event
Posted by Gen_Blacky on Wed, 10 Aug 2011 04:54:30 GMT
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Thats 6:00 AM my time.

Subject: Re: Renegade 4.0 Test Event
Posted by zunnie on Wed, 10 Aug 2011 05:51:53 GMT
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Set the alarm lol

Subject: Re: Renegade 4.0 Test Event
Posted by Goztow on Wed, 10 Aug 2011 06:31:44 GMT
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You bumped that on the wrong topic, zunnie.

Subject: Re: Renegade 4.0 Test Event
Posted by zunnie on Wed, 10 Aug 2011 06:42:58 GMT
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Oh no shit lol