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Subject: Renegade 4.0 Test Event - Round #3  
Posted by [zunnie](#) on Sat, 13 Aug 2011 01:46:36 GMT  
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#### TT 4.0 Test Event - Round #3

Hey all, we will be holding a mixed public and testers Renegade 4.0 Test Event coming Saturday the 20th 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 again (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? 4.0?

What map did the bug occur on?

What was going on when the bug occurred?

What do you need?

This is a public and testers 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](http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_01.zip)

[http://ren.game-maps.net/tt/maps/TT40\\_Test\\_Event\\_Maps\\_02.zip](http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_02.zip)

(Note: testers don't need to download any of the maps or mappacks, 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\_BattleCreek",

"C&C\_Big\_Walls",

"C&C\_Intro",

"C&C\_Nimrod",

"C&C\_Gigantomachy",

"C&C\_BoxedInV4",

"C&C\_Bio",

"C&C\_Cairo",

"C&C\_Desert\_Seige2",  
"C&C\_Cliffs",  
"C&C\_Enterway",  
"C&C\_Field",  
"C&C\_GlacierTS",  
"C&C\_Lunar\_Landing",  
"C&C\_River\_RaidTS",  
"C&C\_SeasideCanyon",  
"C&C\_SeasideSunset",  
"C&C\_Tib\_Pit\_3",  
"C&C\_Uphill",  
"C&C\_River\_RaidTS",  
"C&C\_Forgotten\_Town",  
"C&C\_Hourglass",  
"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"

#### Notes

We will be playing C&C\_Nimrod which is a Mission map made by me (and westwood) where we must do some things to advance and end the game. You can read more about it here: <http://dev.mp-gaming.com/coop4/nimrod.php>

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [iRANian](#) on Sat, 13 Aug 2011 01:51:17 GMT  
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I'd move this to the times we used for the first event or a few hours later, we had more players then.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 02:09:49 GMT

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Is it possible that we could use some maps that aren't bottom-of-the-barrel in visual and gameplay quality? Most of the ones added to that list are really horrible to look at, and play just as bad as they look.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Lone0001](#) on Sat, 13 Aug 2011 04:56:27 GMT  
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Yeah... later in the day would be better imo also, maybe just 2 or 3 hours later even.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [zunnie](#) on Sat, 13 Aug 2011 22:56:45 GMT  
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Blame Jonwil for the time Else he can't play with us he said

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Prulez](#) on Sun, 14 Aug 2011 19:05:01 GMT  
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Leaving for holidays the 20th, so no. Passing yet again.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Gen\\_Blacky](#) on Sun, 14 Aug 2011 19:52:00 GMT  
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I should be back the 19th but its at 6am ...

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Caveman](#) on Sun, 14 Aug 2011 21:01:57 GMT  
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I'll be there.. Do not change it to a week day otherwise noone will join.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Hypnos](#) on Sun, 14 Aug 2011 22:40:33 GMT  
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I can attend this one!

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [sla.ro\(master\)](#) on Mon, 15 Aug 2011 05:51:35 GMT  
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i will be there

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [danpaul88](#) on Mon, 15 Aug 2011 12:54:20 GMT  
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Caveman wrote on Sun, 14 August 2011 22:01 I'll be there.. Do not change it to a week day otherwise noone will join.

Indeed, I was still at work when test event #2 happened, completely impossible for me to join that.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [iRANian](#) on Mon, 15 Aug 2011 15:00:01 GMT  
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Forgot to post this on the forums of a variety of communities, it's done now.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Lone0001](#) on Mon, 15 Aug 2011 18:58:47 GMT  
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I'm just wondering, how many people had the client version of 4.0 that participated in the last two tests.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [Caveman](#) on Mon, 15 Aug 2011 19:32:37 GMT  
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I believe there were around 10 of us ingame at once with 4.0

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [iRANian](#) on Mon, 15 Aug 2011 19:58:32 GMT

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I'd say around 60% for both events.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [crazfulla](#) on Sat, 20 Aug 2011 07:59:25 GMT

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Aircraftkiller wrote on Fri, 12 August 2011 19:09: Is it possible that we could use some maps that aren't bottom-of-the-barrel in visual and gameplay quality? Most of the ones added to that list are really horrible to look at, and play just as bad as they look.

EG jonwils lair

More Halo38 and Titan1x77 maps pl0x

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [jonwil](#) on Sat, 20 Aug 2011 09:24:14 GMT

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Jonwil's Lair would be OK if the bugs with it were fixed (like the fact that GDI cant fire in first person for one)

Last\_Stand is a titan1x77 map and its great. Only problem with it is the fact that its so BIG.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [crazfulla](#) on Sat, 20 Aug 2011 09:50:08 GMT

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jonwil wrote on Sat, 20 August 2011 02:24: Jonwil's Lair would be OK if the bugs with it were fixed (like the fact that GDI cant fire in first person for one) I never noticed that. But then who uses 1st person anyway? To me, all that map consists of is a SP Hand of Nod, a bunch of (insert random LE object here) spammed all over the place, and basic infantry whoring over n00bjets for 50 odd minutes. Makes me want to go to sleep.

But still, it isn't the worst map in there by any stretch of the imagination. Seriously what the fuck is an enterway? That map is huge, boring, has missing textures, and for the life of me I can't find my way to the other teams base. Remove that map or I start a riot.

jonwil wrote on Sat, 20 August 2011 02:24: Last\_Stand is a titan1x77 map and its great. Only problem with it is the fact that its so BIG.

Titan maps are fuckign epic. But yeah if you lose your tank it's a long walk back to base.

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As far as his other creations go, I for one like Country Side. It is also reasonably big but is heaps of fun to play. I like the look of Terrace, but tbh it plays like crap. It is nigh impossible to defend against stank rushes with small player counts.

As for Halo38's maps, I see you already have bio on the rotation. I would recommend a few others, like Arid, Hybrid Forrest, Tobruk etc. They all look really nice and play quite well.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [jonwil](#) on Sat, 20 Aug 2011 10:30:40 GMT  
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Once Jonwil's Lair is fixed to be the way I wanted it to be in the first place, it will be better.

The things I want done:

1. Fix first person for GDI (I for one use first person all the time)
  2. Remove the Nod buggy
  3. Reduce the # of weapons on the map (moving some of the more powerful weapons into the far parts of the HON, reduce the # of instances of each weapon and remove certain weapons (ramjets for one)
  4. To make up for the decreased # of weapons, have a generous amount of ammo spawners that provide only ammo and not weapons (I had ideas for how each of the different ammo powerups should look like)
  5. Implement drop weapons somehow so that when you kill someone, one or more of the weapons they have get dropped on the ground or maybe health/armor will drop instead.
  6. Add more health/armor powerups in easy to get to places to keep you alive.
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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [sla.ro\(master\)](#) on Sat, 20 Aug 2011 12:17:21 GMT  
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jonwil wrote on Sat, 20 August 2011 13:30 Once Jonwil's Lair is fixed to be the way I wanted it to be in the first place, it will be better.

The things I want done:

1. Fix first person for GDI (I for one use first person all the time)
  2. Remove the Nod buggy
  3. Reduce the # of weapons on the map (moving some of the more powerful weapons into the far parts of the HON, reduce the # of instances of each weapon and remove certain weapons (ramjets for one)
  4. To make up for the decreased # of weapons, have a generous amount of ammo spawners that provide only ammo and not weapons (I had ideas for how each of the different ammo powerups should look like)
  5. Implement drop weapons somehow so that when you kill someone, one or more of the weapons they have get dropped on the ground or maybe health/armor will drop instead.
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6.Add more health/armor powerups in easy to get to places to keep you alive.

1. i only use 3rd view so idc
2. i don't use it anyway
3. remove all weapons , put only ramjet for me, lol
4. is same..
5. o0?
6. why? how i will kill you if you heal?

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [crazfulla](#) on Sat, 20 Aug 2011 16:17:13 GMT  
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Nimrod makes the server crash

Also even when it does load, being spawnraped by a sakura sucks big hairy monkey balls.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [iRANian](#) on Sat, 20 Aug 2011 16:19:18 GMT  
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It crashed at the beginning of Intro as well a few hours ago.

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Subject: Re: Renegade 4.0 Test Event - Round #3  
Posted by [kannies](#) on Sat, 20 Aug 2011 22:17:58 GMT  
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Good job folks.  
i didn't experience anything odd apart from the crashes explained by Iran.  
Nice to play custom maps for once too