
Subject: Renegade 4.0 Test Event - Round #4
Posted by [zunnie](#) on Wed, 24 Aug 2011 15:38:46 GMT

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TT 4.0 Test Event - Round #4

Hey all, we will be holding a mixed public and ttesters Renegade 4.0 Test Event coming Saturday the 27th of August 2011:

@ 9PM Amsterdam (CEST)

@ 8PM London (BST)

@ 3PM 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.

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 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

http://ren.game-maps.net/tt/maps/TT40_Test_Event_Maps_02.zip

(Note: ttesters 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: Several custom maps selected from the two packages listed above plus the Westwood original Renegade maps.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [EvilWhiteDragon](#) on Wed, 24 Aug 2011 15:41:03 GMT

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Can't be there. Got a festival to go to (MYSTERYLAND)

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [Caveman](#) on Wed, 24 Aug 2011 16:22:46 GMT
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I MIGHT be there.. I have a wedding to attend to the day after so im not sure what I am doing Saturday night.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [NACHO-ARG](#) on Wed, 24 Aug 2011 19:30:00 GMT
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saturday 16:00 hrs for me so i will have my extra weed ready this time rofl

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [kannies](#) on Thu, 25 Aug 2011 07:12:45 GMT
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Hey Nacho
I will be able to join for about an hour or so but have to work Sunday morning so can't be too late :/

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [NACHO-ARG](#) on Thu, 25 Aug 2011 17:02:35 GMT
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Quote:have to work Sunday morning

shit that sucks man, anyway it will be better for me, i dont want to be owned by you the wole event lol

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [thomasemperor](#) on Fri, 26 Aug 2011 08:26:08 GMT
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I'll be there.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [crazfulla](#) on Sat, 27 Aug 2011 01:48:40 GMT
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Sunday morning eh? not much of a morning person but will try to be there lol.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [Creed3020](#) on Sun, 28 Aug 2011 01:27:10 GMT
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So I played for an hour and nobody from TT came...

Was anything useful determined?

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [jonwil](#) on Sun, 28 Aug 2011 01:59:12 GMT
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We did find the cause of the server crashes and those should be fixed now in the build that is about to go onto the server

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [crazfulla](#) on Sun, 28 Aug 2011 03:51:45 GMT
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I think the change of time is what fucked it up. I personally find it easier to attend at midnight than 6am.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [thomasempereor](#) on Sun, 28 Aug 2011 09:01:34 GMT
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jonwil wrote on Sun, 28 August 2011 03:59We did find the cause of the server crashes and those should be fixed now in the build that is about to go onto the server

Well that's a good thing.
Let's try again soon.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [Gen_Blacky](#) on Sun, 28 Aug 2011 09:13:30 GMT
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TT is moving fast I would say.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [Hitman](#) on Sun, 28 Aug 2011 21:07:45 GMT
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sure enough it keeps up with a lazy snail

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [Creed3020](#) on Mon, 29 Aug 2011 13:35:38 GMT
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jonwil wrote on Sat, 27 August 2011 21:59We did find the cause of the server crashes and those should be fixed now in the build that is about to go onto the server

That is good because the server crashed three times during the duration I played.

Subject: Re: Renegade 4.0 Test Event - Round #4
Posted by [StealthEye](#) on Tue, 30 Aug 2011 02:53:48 GMT
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Yeah, sorry about that. It was the fix to the previous (much less frequent crashes) malfunctioning. We removed something and replaced it with a fixed version, but apparently the fixed version was not properly applied on the server, causing even more crashes (because the original was removed), rather than fixing them. We should have realized that way earlier than we did. It seems like we have fixed those server crashes completely now though.
