
Subject: Tiberian Technologies Test-Event Results
Posted by [iRANian](#) on Mon, 05 Sep 2011 15:09:44 GMT
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This is a news post from CNCNZ.com:
<http://forums.cncnz.com/index.php?showtopic=15873>

What were you trying to do in this server test?

The goal of this test was to confirm that the server was stable. Since we're planning on a release of the Tiberian Technologies (TT) patch, it is important to have stable TT servers available. During these tests we also get a lot of response about the TT client, which is currently in private beta testing as well. Some features of the TT client only work when connected with a TT server. Since we want to release both the client and the server at the same time, we need the clients to be able to test as well.

These relatively large scale tests allow the testers to help us with the project and at the same time to have a good time. If we were to limit these events to testers only, the games would be a lot smaller and potentially less interesting.

How are the results?

We have found and fixed a few more bugs. One bug would have been a real issue when deployed on normal servers. If a player had set their bandwidth setting (very) low it could occur that game messages (such as kill messages, radio commands and some other technical things) were not displayed on that client. Since this is in potential rather important information, it is good that we found it before an open beta.

A different bug that was identified during or around the test event was that spectators could collect weapons and other power ups or open doors. This would make them "visible" and could in potential influence the game, which is obviously something you do not want as spectator. Besides these bugs there haven't been any reports of new bugs. It shows that little over 3 years of hacking, rewriting and coding does have its benefits. The bug fixing did take up a lot of that time, because we do not have the original source code for Renegade and most things had to be reversed-engineered.

What's the next step?

Our next big move will be releasing a open beta for both the server and the client. We have an internal release date, but cannot communicate about it just yet. This because we want to give people some more time to submit bug reports from the event and we need to be able to fix them as well. It is however likely that a release is imminent.

We already send out limited test FDS'es to various server owners, so they can start on porting their mods. We hope they will be able launch TT servers as soon as there is an official release. After a successful open beta test we will of course release a final version of TT scripts 4.0. As soon as we reach this milestone we will contact EA, to discuss whether we can release TT over the official built-in patcher of the game. This would make cheating in Renegade impossible with the currently available cheats. It would also allow us to react much faster to newly released cheats.

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [NACHO-ARG](#) on Mon, 05 Sep 2011 17:07:16 GMT
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good to know the long awaiting patch is reached a stable stage and it is almost ready for public, cant wait until the client release.
thank you TT team.

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [Gohax](#) on Mon, 05 Sep 2011 18:58:56 GMT
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This may please Hitman LOL.

Looking good, can't wait for the release.

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [kamuixmod](#) on Mon, 05 Sep 2011 20:30:29 GMT
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how many players are left in renegade actually? havent played for a long time

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [Gohax](#) on Mon, 05 Sep 2011 21:51:02 GMT
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kamuixmod wrote on Mon, 05 September 2011 13:30how many players are left in renegade actually? havent played for a long time

Still a pretty good playerbase. I'm sure there are still people around that don't play Ren awaiting the patch as well.

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [halo2pac](#) on Mon, 05 Sep 2011 23:36:21 GMT
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Does anyone know where that XWIS graph went with all the statistics for player count/times went?

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [Hitman](#) on Tue, 06 Sep 2011 01:09:53 GMT

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OpTic wrote on Mon, 05 September 2011 11:58 This may please Hitman LOL.
yeah therefor i set my hotmail avatar to this one:

Subject: Re: Tiberian Technologies Test-Event Results
Posted by [Gohax](#) on Tue, 06 Sep 2011 06:13:37 GMT

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Hitman wrote on Mon, 05 September 2011 18:09 OpTic wrote on Mon, 05 September 2011
11:58 This may please Hitman LOL.
yeah therefor i set my hotmail avatar to this one:

LOL
