
Subject: Update on the issues with Beta 4
Posted by [jonwil](#) on Tue, 20 Mar 2012 01:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have pushed an update that temporarily removes the changes that we believe are the cause of all the problems. And we are going to work with various testers to find exactly where the problem is and fix it for good.

Subject: Re: Update on the issues with Beta 4
Posted by [Xpert](#) on Tue, 20 Mar 2012 02:11:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ya but now they can't join the beta 4 servers, what the heck.

Subject: Re: Update on the issues with Beta 4
Posted by [Aircraftkiller](#) on Tue, 20 Mar 2012 02:19:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't join Atomix after this forced update. Woo, fun!

Subject: Re: Update on the issues with Beta 4
Posted by [jonwil](#) on Tue, 20 Mar 2012 03:26:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

My apologies, this has been fixed.

What happened was this:

StealthEye initially said that I need to ship a build built so that it says "I am compatible with revision 4650". I build that and tested it by joining the TT 4.0 test server which is apparently running revision 4665 for reasons I don't know. So it said "hey, you are running revision 4650, you need revision 4665". So I made a build that said "I am compatible with revision 4665" and tested it and found it to work and shipped it not knowing that 4665 was not in fact the revision that all the other servers had.

If I had known the TT server wasn't actually running 4.0 beta 4 (but some build further on from that), I would not have made this mistake. My apologies for breaking things (and for not listening to StealthEye when he said the 4650 was the revision we needed).

Subject: Re: Update on the issues with Beta 4
Posted by [NACHO-ARG](#) on Tue, 20 Mar 2012 03:52:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

your work is much apresiated ppl, btw new update keeps the issues.

Subject: Re: Update on the issues with Beta 4
Posted by [jonwil](#) on Tue, 20 Mar 2012 04:14:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

What do you mean "keeps the issues"?

Also, to be clear, everyone should have a ttversion.txt file in their renegade folder that says
"Distributed as scripts-2012.03.19-r4650!4679.zip."

If you dont, you do NOT have the right version

Subject: Re: Update on the issues with Beta 4
Posted by [Xpert](#) on Tue, 20 Mar 2012 04:23:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

New update still has the issues. I still freeze and have to reboot my computer. And I still get the FPS issues.

Subject: Re: Update on the issues with Beta 4
Posted by [Starbuzz](#) on Tue, 20 Mar 2012 05:11:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

just coming from a one hour game...well, no problems whatsoever yet and several people note how super smooth gameplay is.

Subject: Re: Update on the issues with Beta 4
Posted by [NACHO-ARG](#) on Tue, 20 Mar 2012 05:15:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:New update still has the issues. I still freeze and have to reboot my computer. And I still get the FPS issues.
same for me.

also this is what i have in TTvercion.txt

Revision 4679 of Tiberian Technologies
Committed on 2012-03-20 00:38:12 +0100 (di, 20 mrt 2012).
Built as scripts.

Built on 2012.03.20.
Distributed as scripts-2012.03.20-r4665!4679.zip.

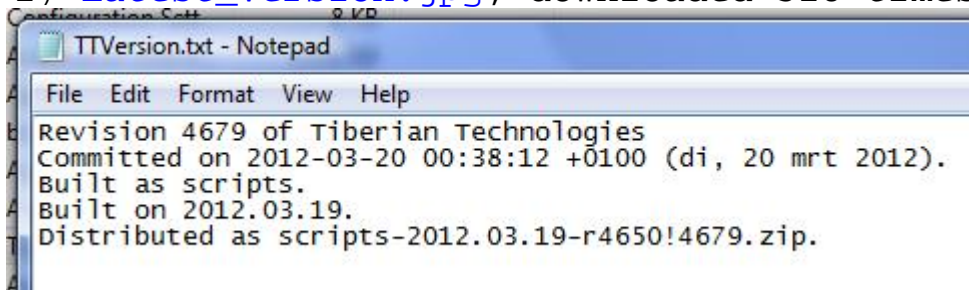
Subject: Re: Update on the issues with Beta 4
Posted by [Starbuzz](#) on Tue, 20 Mar 2012 05:19:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

^ lol wrong version there NACHO!

it should say this:

File Attachments

1) [Latest_Version.jpg](#), downloaded 518 times



Subject: Re: Update on the issues with Beta 4
Posted by [Starbuzz](#) on Tue, 20 Mar 2012 07:57:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

I had a crash a few hours ago (uploading it here).

But then after a restart, everything is all-right and I had some of the best games ever I played on Jelly Marathon with inf ammo lol. And whatever you did, Renegade is soooooooooo much smoother and slicker (and other players are saying the same). I had never seen Renegade play like it.

File Attachments

1) [crashdump.20120320-063044-r4679-n1.dmp](#), downloaded 109 times

Subject: Re: Update on the issues with Beta 4
Posted by [zunnie](#) on Tue, 20 Mar 2012 12:28:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice, thanks for the update, i haven't had any problems at all though.
Just hope this will work for those who did

Subject: Re: Update on the issues with Beta 4
Posted by [roszek](#) on Tue, 20 Mar 2012 13:14:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the update! I played for about an hour and it was real smooth plus no freeze-ups.

Subject: Re: Update on the issues with Beta 4
Posted by [jonwil](#) on Tue, 20 Mar 2012 14:30:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

If there is anyone out there who experiences these problems (or rather was experiencing them before this new update), could reproduce them easily before the new build made them go away and has enough time to run tests, please send me a PM.

Subject: Re: Update on the issues with Beta 4
Posted by [cudaker](#) on Wed, 21 Mar 2012 10:53:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

having strange conflict since update 4 :
my 2 side mouse buttons doesnt work,with new patch fix Still have to use game2.exe for them to work
