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Subject: Problem with new TT patch?

Posted by [omgitsgunz](#) on Thu, 25 Oct 2012 22:43:35 GMT

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When I join a game, I can move freely for about 30 seconds. Any period after that, the game quits responding to my mouse and keyboard and I move in whatever path (or no path at all) until the game is closer. (I can Windows button and CMDprompt the game down). My mouse and keyboard function returns when OUT of Renegade. Is there any known issue or a resolution in sight?

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Subject: Re: Problem with new TT patch?

Posted by [StealthEye](#) on Fri, 26 Oct 2012 05:59:30 GMT

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That sounds weird. I do not know of any similar report. I am not sure what you mean by "returns when out of renegade". Do you mean that the mouse works normally when back to windows, or that it also responds in game when you are outside renegade?

Could you try to alt+tab out of, and then back into the game? Does that make it work again (for a while)?

Just to be sure: you are running RC1, right? Please post your ttversion.txt file or its contents to make sure.

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Subject: Re: Problem with new TT patch?

Posted by [Good-One-Driver](#) on Fri, 26 Oct 2012 06:12:21 GMT

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what server is this sounds like someone is fucking with you via !freeze command

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Subject: Re: Problem with new TT patch?

Posted by [raven](#) on Fri, 26 Oct 2012 08:19:36 GMT

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Identical to what happened to me...

<http://www.renegadeforums.com/index.php?t=msg&th=39829&start=0&rid=2> 2067

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Subject: Re: Problem with new TT patch?

Posted by [omgitsgunz](#) on Sun, 28 Oct 2012 00:51:35 GMT

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Negative on Ifreeze. It's been happening even in menus as of late. Also, my character (when moving and stuff stop responding) keeps moving in the motion that it was doing (I.E Repairing, shooting, etc)

Raven -- Touchscreen? BLASPHEMY! I use no such thing.

Edit 2 - Revision 5074 of Tiberian Technologies  
Committed on 2012-10-20 03:50:00 +0200 (Sat, 20 Oct 2012).  
Built as scripts.  
Built on 2012.10.20.  
Distributed as scripts-2012.10.20-r5074.zip.

What I meant by going out is like tabbing out. Lately however it has been happening even without be tabbing out and back in.

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Subject: Re: Problem with new TT patch?  
Posted by [BAGUETTE](#) on Sun, 28 Oct 2012 02:50:49 GMT  
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Reinstall your mouse and keyboard using generic microsoft drivers

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Subject: Re: Problem with new TT patch?  
Posted by [omgitsgunz](#) on Sun, 28 Oct 2012 15:17:50 GMT  
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Why reinstall? They work perfectly fine OUTSIDE of Ren.

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Subject: Re: Problem with new TT patch?  
Posted by [EvilWhiteDragon](#) on Sun, 28 Oct 2012 19:08:49 GMT  
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omgitsgunz wrote on Sun, 28 October 2012 16:17Why reinstall? They work perfectly fine OUTSIDE of Ren.

Why is there a problem? The patch works perfectly fine WITHOUT you.

Come on, put some effort into fixing your problems.

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Subject: Re: Problem with new TT patch?

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Posted by [omgitsgunz](#) on Tue, 30 Oct 2012 01:25:18 GMT

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That is truly the most idiotic advice I've ever heard. If my mouse works outside of the game, and IN the game PRE-update, it's not my computer, it's not my mouse. It's something about the game.

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Subject: Re: Problem with new TT patch?

Posted by [Sean](#) on Tue, 30 Oct 2012 02:43:48 GMT

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omgitsgunz wrote on Mon, 29 October 2012 18:25 That is truly the most idiotic advice I've ever heard. If my mouse works outside of the game, and IN the game PRE-update, it's not my computer, it's not my mouse. It's something about the game.

Then by reinstalling it, your eliminating the option that its the game (if it continues to not work after you reinstall) - then the TT team can look into it further - have you got the latest software/updates/drivers for your mouse/keyboard?

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Subject: Re: Problem with new TT patch?

Posted by [omgitsgunz](#) on Fri, 02 Nov 2012 18:14:15 GMT

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Reinstalled. Drivers are current and up to date, per Dell and Logitech. Still have the problem.

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Subject: Re: Problem with new TT patch?

Posted by [danpaul88](#) on Wed, 07 Nov 2012 21:51:29 GMT

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Try not installing the Dell and Logitech drivers and just letting Windows use it's built in generic drivers... the OEM drivers are known to cause problems with some applications.

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Subject: Re: Problem with new TT patch?

Posted by [omgitsgunz](#) on Sun, 11 Nov 2012 03:05:52 GMT

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Can't do that. I'm on a desktop. No keyboard/mouse = no input = not able to even log into my computer.

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Subject: Re: Problem with new TT patch?

Posted by [danpaul88](#) on Sun, 11 Nov 2012 10:19:58 GMT

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Your mouse and keyboard don't support plug and play? Because that's all that's required for Windows to support them without any drivers from Dell or Logitech...

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Subject: Re: Problem with new TT patch?  
Posted by [omgitsgunz](#) on Sun, 11 Nov 2012 21:54:59 GMT  
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Nope. Install is required.

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Subject: Re: Problem with new TT patch?  
Posted by [danpaul88](#) on Mon, 12 Nov 2012 13:58:32 GMT  
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Well that's a first, no keyboard or mouse I have ever seen required third party drivers to be installed before they would work at all. Heck, I'm not even sure how I would download drivers from the internet or install them from a CD if neither my mouse or keyboard worked in Windows without first installing the drivers.

You must have the only keyboard and mouse created in the last 20 years which DON'T support plug and play...

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Subject: Re: Problem with new TT patch?  
Posted by [iRANian](#) on Mon, 12 Nov 2012 17:49:51 GMT  
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if your mouse requires this that it's no wonder it doesnt work properly lol

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Subject: Re: Problem with new TT patch?  
Posted by [omgitsgunz](#) on Thu, 15 Nov 2012 23:30:22 GMT  
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So why would the latest update of 4.0 break it, and never before?

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Subject: Re: Problem with new TT patch?  
Posted by [jonwil](#) on Fri, 16 Nov 2012 00:51:51 GMT  
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omgitsgunz, what mouse and keyboard do you have? Do they have any model numbers or other indications? Are they wireless? Bluetooth? USB? Something else?

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Do the drivers/software from Logitech and Dell have a specific name?

I too have NEVER seen a modern mouse or keyboard that needed special drivers to run on a modern version of Windows.

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Subject: Re: Problem with new TT patch?  
Posted by [omgitsgunz](#) on Fri, 16 Nov 2012 02:21:13 GMT  
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Wireless. Not sure what the driver's are named. They get auto-downloaded through a logitech/dell program and installed there. I never see any actual file name. The mouse is a Performance mX, and the keyboard is...hell, it doesn't even have a name. It does have a smartchip reader though.

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Subject: Re: Problem with new TT patch?  
Posted by [Jerad2142](#) on Wed, 28 Nov 2012 18:24:11 GMT  
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I had a wireless mouse a while back that had to download drivers before it worked, but windows update always takes care of that the second you plug it in nowadays it seems.

(Pre Join) If you go into the Ren config menu, where is the mouse sensitivity slider, and are the keyboard key controls listed properly?

(Both) Can you change key bindings before you join a game, can you change key bindings during game? (assuming esc brings the options menu up still).

(In Game) Do you have another mouse and keyboard you could try plugging in in their place?

When was the last time you restarted your computer?

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Subject: Re: Problem with new TT patch?  
Posted by [BAGUETTE](#) on Wed, 28 Nov 2012 22:33:43 GMT  
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Stop being a bag and install windows generic shits, fuck Logitech drivers and stuff, waste of memory used anyways.

Go to device manager, find your device, right click it, properties, update drivers, try to use a digitally signed device, like HID compliant device(it is possible to bluescreen if you pick drivers that are incompatible, usually restarting the PC with the mouse in a different USB port stop it

bluescreening again)

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Subject: Re: Problem with new TT patch?  
Posted by [Tiny](#) on Mon, 10 Dec 2012 02:35:02 GMT  
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\*Bump\*

He came over to MPF with this problem and he got a hold of me, so I took a look at it and its all working fine his problem has been fixed

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Subject: Re: Problem with new TT patch?  
Posted by [EvilWhiteDragon](#) on Mon, 10 Dec 2012 07:25:47 GMT  
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Maybe post the solution here then as well?

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Subject: Re: Problem with new TT patch?  
Posted by [Ethenal](#) on Mon, 10 Dec 2012 15:48:21 GMT  
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EvilWhiteDragon wrote on Mon, 10 December 2012 01:25 Maybe post the solution here then as well?  
You'd think that'd have been the logical next step

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Subject: Re: Problem with new TT patch?  
Posted by [EvilWhiteDragon](#) on Mon, 10 Dec 2012 18:41:54 GMT  
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I think it would only be fair, yes.

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Subject: Re: Problem with new TT patch?  
Posted by [Tiny](#) on Tue, 11 Dec 2012 00:56:39 GMT  
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Sorry guys I posted it as I was going to bed and have been at work all day.

Basicly the mouse he is using has extra buttons on it now, and for some reason when he was playing and he hit one the of side buttons I believe it would make it so his Renegade wouldn't respond so I got him to disable the buttons while he plays Renegade and it works perfectly fine

now so for future reference Dont get the same KB and Mouse he has got.

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