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Subject: Server Update?

Posted by [-TLS-DJ-EYE-K](#) on Sun, 28 Oct 2012 21:18:17 GMT

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Hey,

i have a question regarding the latest Update for TT. Do i need some specific technical knowledge to update my Server when it is running a custom Bot? Since the last update Players cant connect to my Server because it still has the \*old\* Version running. Unfort. i cant reach my Bot/Mod Coder and i dont want my Server to be offline the whole time. So is there any specific thing i need to take care off, and if not how do i basically update my Server to the latest Version, this is the first time im doing this so excuse me if the question sounds a bit n00bish :/

Greetz DJ

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Subject: Re: Server Update?

Posted by [ExEric3](#) on Sun, 28 Oct 2012 21:31:38 GMT

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-TLS-DJ-EYE-K wrote on Sun, 28 October 2012 22:18Hey,

i have a question regarding the latest Update for TT. Do i need some specific technical knowledge to update my Server when it is running a custom Bot? Since the last update Players cant connect to my Server because it still has the \*old\* Version running. Unfort. i cant reach my Bot/Mod Coder and i dont want my Server to be offline the whole time. So is there any specific thing i need to take care off, and if not how do i basically update my Server to the latest Version, this is the first time im doing this so excuse me if the question sounds a bit n00bish :/

Greetz DJ

What custom bot are you using?

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Subject: Re: Server Update?

Posted by [EvilWhiteDragon](#) on Sun, 28 Oct 2012 21:33:12 GMT

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You update it just as you installed TT.

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Subject: Re: Server Update?

Posted by [-TLS-DJ-EYE-K](#) on Sun, 28 Oct 2012 21:57:09 GMT

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Its a custom bot Campa used back the days of the old RenCom Server,pretty close to what Xpert modified back the Days. He just rewrote the whole veteran System and custom commands to be

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able to run with 4.0 from what i know.

@ EvilWhiteDragon : So i basically dl the Server side update and run it and rest will update on its own correct?

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Subject: Re: Server Update?

Posted by [EvilWhiteDragon](#) on Sun, 28 Oct 2012 22:16:37 GMT

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That I don't know. That depends on your customisation. You asked how to update TT. I gave the answer.

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Subject: Re: Server Update?

Posted by [-TLS-DJ-EYE-K](#) on Sun, 28 Oct 2012 22:26:09 GMT

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EvilWhiteDragon wrote on Sun, 28 October 2012 23:16 That I don't know. That depends on your customisation. You asked how to update TT. I gave the answer.

Ok,so i got atleast 50% of my question answered,lol. Thx so far. Worst case scenario : What happens if i update and the bot gives errors or sumthing, i guess then i have no other choice to wait till my coder is back? Are there known issues with customized bots and updating to the latest version of TT?

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Subject: Re: Server Update?

Posted by [StealthEye](#) on Sun, 28 Oct 2012 23:05:29 GMT

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It all depends on how your custom bot was made. If it's not a .dll in the Renegade server folder, then it will probably still work. If it is a SSGM plugin, it will also likely still work. If it is a custom version of scripts.dll, it will not work (which is exactly the reason why that's not how customizations are supposed to be made).

To upgrade TT, (1) backup your server folder and (2) extract the new TT server archive over the existing files. (3) You will have to copy the tt.cfg, server.ini, ssgm.ini, and perhaps other configuration files I forgot about back from your backup (or don't overwrite them in step 2 in the first place). Be sure to read the release notes from the intermediate version(s) to see if you should do anything else, but usually the above should be enough.

You should always make a backup; that way, the worst case is your server's current state. Just copy your server directory before you start and put it back if anything goes wrong.

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Subject: Re: Server Update?

Posted by [Xpert](#) on Tue, 30 Oct 2012 05:19:15 GMT

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-TLS-DJ-EYE-K wrote on Sun, 28 October 2012 17:57Its a custom bot Campa used back the days of the old RenCom Server,pretty close to what Xpert modified back the Days.

Once again, they are not the same. CloudyServ and SSGM plugins != the same stuff you like comparing my stuff to.

As for your dead server, assuming he didn't tamper with any important files, all you would have to replace are

bandtest.dll  
tt.dll  
shaders.dll  
MemoryManager.dll  
VFS.dll  
libconfig.dll  
dbghelp.dll

with the RC1 version of the files.

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Subject: Re: Server Update?

Posted by [-TLS-DJ-EYE-K](#) on Tue, 30 Oct 2012 23:12:19 GMT

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Update worked, thx for the Help!

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