
Subject: TT Revision

Posted by [Gen_Blacky](#) on Wed, 22 Feb 2017 19:39:12 GMT

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Is there a list of builds that were released.

I want to update this with all builds.

sub revision

```
{
my $rev = shift;
my $name;
$name = $rev;
$name = "Beta 5" if ( $rev == 4914 );
$name = "RC1 Beta" if ( $rev == 5032 );
$name = "RC1" if ( $rev == 5074 );
$name = "RC2 Beta" if ( $rev == 5219 );
$name = "RC2" if ( $rev == 5229 );
$name = "RC3 Beta" if ( $rev == 5241 );
    $name = "RC3 Beta Build 2" if ( $rev == 5273 );
    $name = "RC3" if ( $rev == 5276 );
    $name = "RC4 Beta" if ( $rev == 5277 );
$name = "Patch 1" if ( $rev == 5704 );
    $name = "Patch 1 Private" if ( $rev == 5707 );
$name = "RC2" if ( $rev == 6426 );
$name = "RC3" if ( $rev == 6440 );
$name = "Final" if ( $rev == 6482 );
$name = "Final Patch 2" if ( $rev == 6479 );
$name = "RC1" if ( $rev == 6928 );

return $name;
}
```

Subject: Re: TT Revision

Posted by [jonwil](#) on Wed, 22 Feb 2017 21:18:49 GMT

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No such list of revisions exists, its not something we keep track of.

Why do you want that information anyway?

If there are specific features introduced in certain versions that you want to test for (i.e. if version > x then assume player has feature abc) then get me a list and I should be able to give you the revision numbers when those features were first introduced.

Subject: Re: TT Revision

Posted by [dblaney1](#) on Wed, 22 Feb 2017 22:16:52 GMT

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We really should just force players to run the latest revision anyway. There is really no valid reason to be running outdated versions. Especially if they already have tt installed just an older build. If everything goes as planned 4.3 should be rolling out to everyone very soon. My server already forces atleast the latest 4.2 and once 4.3 comes out it will force 4.3.

Subject: Re: TT Revision

Posted by [jonwil](#) on Thu, 23 Feb 2017 00:23:32 GMT

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Yeah there is no reason not to let the updater do its job and install the latest version.

Subject: Re: TT Revision

Posted by [Gen_Blacky](#) on Thu, 23 Feb 2017 08:24:25 GMT

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No real reason. I used the revision func in my ForceTT plugin when 4.0 was first released. Right now it used to display the name instead of the revision number in multiple scenarios. It would be nice to know what build they have instead oh they have scripts 4.x with some revision.

I was forcing 4.2. Currently we are not forcing any version. But yea no reason everyone can't update and would happily force.

Subject: Re: TT Revision

Posted by [iRANian](#) on Thu, 23 Feb 2017 19:35:09 GMT

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The problem is that there aren't a lot of players left, if you force this it will cause even less players to play.

Subject: Re: TT Revision

Posted by [dblaney1](#) on Thu, 23 Feb 2017 21:41:24 GMT

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iRANian wrote on Thu, 23 February 2017 12:35The problem is that there aren't a lot of players left, if you force this it will cause even less players to play.

If they are already on TT updating to the latest is super simple.

Subject: Re: TT Revision

Posted by [YesNoMayb](#) on Thu, 23 Feb 2017 21:57:23 GMT

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Are you releasing it on Sunday?

Subject: Re: TT Revision

Posted by [Jerad2142](#) on Fri, 24 Feb 2017 01:57:58 GMT

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iRANian wrote on Thu, 23 February 2017 12:35The problem is that there aren't a lot of players left, if you force this it will cause even less players to play.

I know for a fact there are still players on rencorner running without scripts.

Subject: Re: TT Revision

Posted by [shaitan](#) on Fri, 24 Feb 2017 04:10:09 GMT

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Rencorner wont be forcing scripts(haven't had any !forcett's in over a year), we'll force a minimum version on people already using it(when most of them get theirs updated, then it's when it happens).

We get a few non-scripts users, and most of them get it after chatting with moderators on how to do it.

Also, dblaney, I heard some interesting shit about you the other night. Scripts 4.4 + MPF + your IP + cheating. What was that all about?

Subject: Re: TT Revision

Posted by [Gen_Blacky](#) on Fri, 24 Feb 2017 05:39:38 GMT

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Jerad Gray wrote on Thu, 23 February 2017 18:57iRANian wrote on Thu, 23 February 2017 12:35The problem is that there aren't a lot of players left, if you force this it will cause even less players to play.

I know for a fact there are still players on rencorner running without scripts.

Indeed
