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Subject: Tiberian Technologies announces server beta test!  
Posted by [EvilWhiteDragon](#) on Mon, 29 Nov 2010 23:22:13 GMT  
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Due to the unpleasant actions of some asshat called Trooprm02 we are forced to beta test an unfinished version of the Tiberian Technologies server scripts. The reason for this is rather simple; the leaked code might give away clues on where vulnerabilities are in both the current as the Tiberian Technologies scripts.

Since we don't have time to back-port all fixes we make for TT, we want to protect the servers by releasing a server version of TT as soon as possible. Some of the features will not (yet) work because of this, but we feel that security is at this moment more important than all the features we promised. This does not mean these features will not be available eventually, but as stated before, we lack the spare time to work more on TT.

Features that will most certainly left out in this rushed release would be the resource manager. We are currently investigating what we can put in a release and what might need to be disabled. This will really be a rushed release, so please bear with us if there are errors. We really do not want to release something buggy, but it seems that we need to do something quick.

In order to be able to test how stable the current server scripts are, we are going to test them on the BlackIntel server on Sunday the 5th of December around 22.00 CET. At the start of the event we will offer 24 slots on the server. We will gradually increase (till max playable) this depending on the perceived stability and demand. After a crash we will again start at 24. It is important that one expects it to crash, as we have not yet thoroughly tested it.

StealthEye will be ready with the debugger running to fix possible issues on the post, but this might mean that it might take a bit of time to restart the server once it crashed. Please be patient at such moments.

We will give status updates both in our IRC channel (#TT on [irc.n00bstories.com](#) or [irc.blackintel.org](#)) as on TeamSpeak 3 ([ts3.blackintel.org](#)). It will probably be fun to try and get an organized game going while testing the server.

If this test is successful we will compile a release for server owners as soon as possible. The client will probably need some more time due to AC measures.

Server info:

WOL/XWIS hostname: a000000 (this might be subject to change)

WOL/XWIS title: [TT] BlackIntel Test Server

Direct connect IP: 95.211.124.215

Direct connect port: 4880

IRC channel: #ttmain

Teamspeak 3: [ts3.blackintel.org](#)

Player count: as much as we can handle.

Time: depends, but the current goal is 2 hours.

Yes, everything is passworded right now. We will open this on Sunday