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Subject: TT 4.0 Testserver Online  
Posted by [zunnie](#) on Sun, 08 May 2011 20:18:36 GMT  
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Hello everyone,

Tiberian Technologies is seeking your Renegade Fans help.  
We have a testserver up 24/7 and we need players to fully test  
the server and (net)code.

This is where you come in and help us if you want  
Please spread the word and join the server either through  
direct connect, gamespy or XWIS.

The server is running a large selection of custom maps selected  
from the UberMapPack. Download the mappack here:  
<http://ren.game-maps.net/?act=view&id=233>

Thanks

Server Info:

Server Platform: Windows 2008  
Server CPU: 8 x 2.93GHz  
Server RAM: 8 Gigabyte  
Server Connection: 1 Gbit  
Server Location: Frankfurt, Germany

Server XWIS/WOL Nickname: tt4serv  
Server IP+Port: 109.230.246.231:4848  
IRC Server: irc.n00bstories.com #tt4serv  
Server Slots: 50  
Broadcast To Gamespy: Yes  
Broadcast To RR: Yes  
Starting Credits: 1

Server SSGM 4.0 Plugins:

SWAP PLUGIN: Allows players to type !swap to request a teamswap  
with another player. (by reborn)  
TeamSpeak: Changes players channel on teamspeak according their team in the server. (by  
reborn)  
Mute: Ability to mute players. (by reborn)  
ExtraConsoleCommands: Extra commands. (by reborn)

Rules:

No Cheating. Please bugexploit and report said bugs on [renegadeforums.com](http://renegadeforums.com)

rotation:

[  
"C&C\_Jonwils\_Lair\_b1",  
"C&C\_Field",  
"C&C\_BasinTS",  
"C&C\_Walls\_Reloaded",  
"C&C\_Canyon",  
"C&C\_City\_Flying",  
"C&C\_Complex",  
"C&C\_AD\_Gateshead",  
"C&C\_Arena",  
"C&C\_Arid",  
"C&C\_Volcano",  
"C&C\_Walls\_Flying",  
"C&C\_BattleCreek",  
"C&C\_BattleField",  
"C&C\_Battleground",  
"C&C\_Field",  
"C&C\_Glacier\_Flying",  
"C&C\_Hourglass",  
"C&C\_Beach",  
"C&C\_Belagerung",  
"C&C\_Big\_Walls",  
"C&C\_Bio",  
"C&C\_Blizzard",  
"C&C\_Bot\_Islands",  
"C&C\_BoxedInV4",  
"C&C\_BunkersTS",  
"C&C\_Canyon",  
"C&C\_Cairo",  
"C&C\_Islands",  
"C&C\_Jonwils\_Lair\_b1",  
"C&C\_Mesa",  
"C&C\_Under",  
"C&C\_Caverns",  
"C&C\_Caves",  
"C&C\_Christmas\_special",  
"C&C\_City",  
"C&C\_City\_AI",  
"C&C\_City\_Flying\_Exp",  
"C&C\_Field",  
"C&C\_Glacier\_Flying",  
"C&C\_Hourglass",  
"C&C\_City\_Flying\_Re",  
"C&C\_City2\_extended",  
"C&C\_City\_Flying",  
"C&C\_Clan420",  
"C&C\_Cliffs",  
"C&C\_CliffsLX",

"C&C\_Volcano",  
"C&C\_Walls\_Flying",  
"C&C\_Complex\_Revisited",  
"C&C\_Compound",  
"C&C\_Jonwils\_Lair\_b1",  
"C&C\_Complex",  
"C&C\_Conquest\_Island",  
"C&C\_Conquest\_Winter",  
"C&C\_Country\_Meadow",  
"C&C\_Creekdale\_flying",  
"C&C\_Damm1.0",  
"C&C\_Desert\_Seige2",  
"C&C\_Deth\_Islands",  
"C&C\_Deth\_River",  
"C&C\_Divergence",  
"C&C\_Eglin\_AFB",  
"C&C\_Egypt",  
"C&C\_Walls",  
"C&C\_City",  
"C&C\_Field",  
"C&C\_FieldTS",  
"C&C\_Forest\_Trail",  
"C&C\_Forgotten\_Town",  
"C&C\_Fortress2k4",  
"C&C\_Garth3",  
"C&C\_Gigantomachy",  
"C&C\_GlacierTS",  
"C&C\_Gobi",  
"C&C\_Golf\_Course",  
"C&C\_GrasslandAssault",  
"C&C\_Greenlands",  
"C&C\_Hangmans\_Canyon",  
"C&C\_High\_Altitude",  
"C&C\_High\_Noon\_2.1",  
"C&C\_HillBilly\_Valley",  
"C&C\_Hilly",  
"C&C\_Field",  
"C&C\_Glacier\_Flying",  
"C&C\_Hourglass",  
"C&C\_Hourglass\_Flying",  
"C&C\_Hrglss\_bots",  
"C&C\_Jonwils\_Lair\_b1",  
"C&C\_hurr",  
"C&C\_Hybrid\_Forest",  
"C&C\_Islands",  
"C&C\_Land",  
"C&C\_Last\_Stand",  
"C&C\_LittleHillRumble2",

"C&C\_Lunar\_Landing",  
"C&C\_Mars",  
"C&C\_Marsh\_BETA2",  
"C&C\_Mesa\_AI",  
"C&C\_Metropolis",  
"C&C\_MetroTS",  
"C&C\_MutationRedux",  
"C&C\_Pluthera",  
"C&C\_Quick\_Draw",  
"C&C\_Radiation",  
"C&C\_Ravine",  
"C&C\_Ribcage\_Canyon",  
"C&C\_River\_Camp",  
"C&C\_River\_Canyon",  
"C&C\_River\_RaidTS",  
"C&C\_Sand",  
"C&C\_SeasideCanyon",  
"C&C\_SeasideSunset",  
"C&C\_Islands",  
"C&C\_Snow",  
"C&C\_Tib\_Pit\_3",  
"C&C\_Tobruk",  
"C&C\_Tropics",  
"C&C\_Uphill",  
"C&C\_Volcano",  
"C&C\_Volcano\_Flying"  
];

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Subject: Re: TT 4.0 Testserver Online  
Posted by [Omar007](#) on Sun, 08 May 2011 22:32:02 GMT  
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Needs more maps

I'll be popping up some time to check this out and play some custom maps

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Subject: Re: TT 4.0 Testserver Online  
Posted by [Gohax](#) on Mon, 09 May 2011 04:14:43 GMT  
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Went in today, just need to get some of the other maps.

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Subject: Re: TT 4.0 Testserver Online

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Posted by [zunnie](#) on Mon, 09 May 2011 04:29:53 GMT

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Feel free to recommend maps, i will add them to the server then.  
But they must be inside the UberMapPack.

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Subject: Re: TT 4.0 Testserver Online

Posted by [Goztow](#) on Mon, 09 May 2011 06:38:42 GMT

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Moved to the TT forum.

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Subject: Re: TT 4.0 Testserver Online

Posted by [Speedy059](#) on Mon, 09 May 2011 07:04:50 GMT

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Do you happen to have a local server for us USA players?

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Subject: Re: TT 4.0 Testserver Online

Posted by [dudley](#) on Mon, 09 May 2011 07:09:56 GMT

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This one is hosted and paid by zunnie, so I guess for now you'll have to deal with this one until someone else decides to put one online in the US. (do we even need another server? I'd like to see one frequently used server rather than two barely visited ones)

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Subject: Re: TT 4.0 Testserver Online

Posted by [Goztow](#) on Mon, 09 May 2011 07:22:40 GMT

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If you want a frequently used server, then have n00bstories or jelly run it for a weekend.

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Subject: Re: TT 4.0 Testserver Online

Posted by [zunnie](#) on Mon, 09 May 2011 07:31:22 GMT

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Thats one of the things 4.0 will fix, no more listing by nickname but playercounts...

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Subject: Re: TT 4.0 Testserver Online

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Posted by [Goztow](#) on Mon, 09 May 2011 07:42:45 GMT

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It's not only the nickname, they obviously have a loyal playerbase after all these years.

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Subject: Re: TT 4.0 Testserver Online

Posted by [dudley](#) on Mon, 09 May 2011 07:51:06 GMT

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That too, but obviously random players join the servers they see first, which has been a fuckup for the last decade with the a000x shit.

And I could think of better options, but to give away beta stuff.

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Subject: Re: TT 4.0 Testserver Online

Posted by [zunnie](#) on Mon, 09 May 2011 07:58:59 GMT

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With all the empty servers and about 10 servers having players the server will be listed on the first page in the middle even when theres just 2 players ingame.

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Subject: Re: TT 4.0 Testserver Online

Posted by [NACHO-ARG](#) on Mon, 09 May 2011 09:16:36 GMT

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i am glad to see the TT server in RR but if you spect more players i sugest that leave only the originals ren maps in the rotation cause you havent release TT yet and ppl is unable to download them.

i try et, but i cant for this litle issue.

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Subject: Re: TT 4.0 Testserver Online

Posted by [zunnie](#) on Mon, 09 May 2011 09:20:58 GMT

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No, because those few testers that do have 4.0 will need to test the downloader properly. That, and the ubermappack has nearly 25000 downloads, so many people must have it... They just too lazy to join custom map servers because there are few players in them. We hope to change this behaviour by continueing to run the new maps no matter what.

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Subject: Re: TT 4.0 Testserver Online

Posted by [a000clown](#) on Mon, 09 May 2011 15:16:54 GMT

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zunnie wrote on Sun, 08 May 2011 16:18  
Server Platform: Windows 2008  
Server CPU: 8 x 2.93GHz  
Server RAM: 8 Gigabyte  
Assuming you're using the 64bit OS, where there any problems getting it to run?

---

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Subject: Re: TT 4.0 Testserver Online  
Posted by [zunnie](#) on Mon, 09 May 2011 16:55:40 GMT  
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64bit yes, zero problems to get it running.

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Subject: Re: TT 4.0 Testserver Online  
Posted by [EvilWhiteDragon](#) on Mon, 09 May 2011 18:02:43 GMT  
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a000clown wrote on Mon, 09 May 2011 17:16  
zunnie wrote on Sun, 08 May 2011 16:18  
Server Platform: Windows 2008  
Server CPU: 8 x 2.93GHz  
Server RAM: 8 Gigabyte  
Assuming you're using the 64bit OS, where there any problems getting it to run?  
Why would there be? BlackIntel is on a 64bit OS since April 2007, running nicely, and the only unexpected downtime we had was due to disk failure.

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Subject: Re: TT 4.0 Testserver Online  
Posted by [F1r3st0rm](#) on Mon, 09 May 2011 22:35:52 GMT  
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add siege to the list, good map

---

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Subject: Re: TT 4.0 Testserver Online  
Posted by [NACHO-ARG](#) on Mon, 09 May 2011 22:46:31 GMT  
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so you say that all those maps are in the ubermapack, i will serch for it and when i have it i will join to shoot your ass

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Subject: Re: TT 4.0 Testserver Online  
Posted by [iRANian](#) on Mon, 09 May 2011 22:59:53 GMT

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You can download the UberMappack from <http://ren.game-maps.net/?act=view&id=233>

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Subject: Re: TT 4.0 Testserver Online

Posted by [Jamie or NuneGa](#) on Tue, 10 May 2011 00:18:36 GMT

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so this is just a server with new maps?

The bugs aren't fixed yet?

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Subject: Re: TT 4.0 Testserver Online

Posted by [iRANian](#) on Tue, 10 May 2011 01:37:00 GMT

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No, it's the new FDS and a new SSGM rewritten from scratch being developed by the TT team. It has a lot of bug fixes and it needs to be tested for bugs and stability.

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Subject: Re: TT 4.0 Testserver Online

Posted by [Goztow](#) on Tue, 10 May 2011 06:25:48 GMT

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Who exactly are in that private beta test team?

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Subject: Re: TT 4.0 Testserver Online

Posted by [Jamie or NuneGa](#) on Tue, 10 May 2011 12:36:40 GMT

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iRANian wrote on Tue, 10 May 2011 02:37No, it's the new FDS and a new SSGM rewritten from scratch being developed by the TT team. It has a lot of bug fixes and it needs to be tested for bugs and stability.

so ob walk and c4 glitching should not be possible...

on another note... didn't notice wall lag once in the entire time I was in the server

---

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Subject: Re: TT 4.0 Testserver Online

Posted by [iRANian](#) on Tue, 10 May 2011 14:45:53 GMT



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havent been able to glitch c4 onto mct nor ob walk either. No wall lag here too. Just to confirm, you experienced the glitched vehicle turret when I was inside your Light Tank right?

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Subject: Re: TT 4.0 Testserver Online  
Posted by [zunnie](#) on Tue, 10 May 2011 21:48:54 GMT  
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F1r3st0rm wrote on Mon, 09 May 2011 18:35add siege to the list, good map

I added it to the maprotation now.

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Subject: Re: TT 4.0 Testserver Online  
Posted by [zunnie](#) on Wed, 11 May 2011 14:12:49 GMT  
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C&C\_Mars2 is in rotation now in place for C&C\_Mars. Creator: Aircraftkiller.

Fixes: Spwanchar now has gravity changes applied

Download: <http://ren.game-maps.net/index.php?act=view&id=369>

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Subject: Re: TT 4.0 Testserver Online  
Posted by [Spyder](#) on Wed, 11 May 2011 21:56:54 GMT  
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Remove the faggoty knife-only map...(c&c\_dm\_suntemple\_beta2)

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Subject: Re: TT 4.0 Testserver Online  
Posted by [Jamie or NuneGa](#) on Thu, 12 May 2011 15:35:00 GMT  
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---

iRANian wrote on Tue, 10 May 2011 15:45havent been able to glitch c4 onto mct nor ob walk either.

can do both

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Subject: Re: TT 4.0 Testserver Online

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Posted by [iRANian](#) on Thu, 12 May 2011 16:19:39 GMT

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Noticed that yesterday, seems to be on the sides of the mct and the ob walking only with a few specific chars

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Subject: Re: TT 4.0 Testserver Online

Posted by [Generalcamo](#) on Sun, 15 May 2011 00:09:34 GMT

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Goztow wrote on Tue, 10 May 2011 02:25Who exactly are in that private beta test team? Testers of Bluehell Productions, and CnC Reborn. I am one of the Reborn testers, so I know.

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Subject: Re: TT 4.0 Testserver Online

Posted by [Gen\\_Blacky](#) on Sun, 15 May 2011 00:48:54 GMT

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---

Spyder wrote on Wed, 11 May 2011 14:56Remove the faggoty knife-only map...(c&c\_dm\_suntemple\_beta2)

best map

---

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Subject: Re: TT 4.0 Testserver Online

Posted by [iRANian](#) on Sun, 15 May 2011 09:18:55 GMT

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---

best map by far

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Subject: Re: TT 4.0 Testserver Online

Posted by [Goztow](#) on Sun, 15 May 2011 11:05:39 GMT

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Generalcamo wrote on Sun, 15 May 2011 02:09Goztow wrote on Tue, 10 May 2011 02:25Who exactly are in that private beta test team? Testers of Bluehell Productions, and CnC Reborn. I am one of the Reborn testers, so I know. The TT team makes some of these weird choices... :-S

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Subject: Re: TT 4.0 Testserver Online

Posted by [zunnie](#) on Sun, 15 May 2011 11:21:19 GMT

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I accepted and am still accepting new testers, primarily regulars on this forum and people i know will be good testers and not leak the files to anyone.

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Subject: Re: TT 4.0 Testserver Online  
Posted by [Jamie or NuneGa](#) on Tue, 17 May 2011 18:25:49 GMT  
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server is always empty

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Subject: Re: TT 4.0 Testserver Online  
Posted by [cAmpa](#) on Tue, 17 May 2011 19:51:43 GMT  
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Sure it is, i lost the point of supporting this.

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Subject: Re: TT 4.0 Testserver Online  
Posted by [zunnie](#) on Tue, 17 May 2011 19:57:44 GMT  
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We use the server regularly to test things, small bugfixes and whatnot, so the server will stay online.

On sidenote, we are holding an event friday at 8pm dutch time (7pm uk time) so tell everyone you know to join the server then

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Subject: Re: TT 4.0 Testserver Online  
Posted by [SilverDwn](#) on Thu, 26 May 2011 21:43:26 GMT  
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This is great news! I don't play much these days but I will check this out. I used to live in Jelly Mappack server so it would be awesome to see some familiar maps from past memories... What are the pre-requisites to joining the server? Download scripts 4.0 and have the maps. Anything else?

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Subject: Re: TT 4.0 Testserver Online  
Posted by [iRANian](#) on Thu, 26 May 2011 22:01:16 GMT  
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You only need to have the maps, they're in the ubermappack that can be downloaded from

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Subject: Re: TT 4.0 Testserver Online

Posted by [Peshmerga\\*n1\\*](#) on Fri, 22 Jul 2011 22:34:43 GMT

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is it still online?

cause i cant connect to it...

or how to connect? lol

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