Subject: Re: Tiberian Technologies announces server beta test!
Posted by Jerad2142 on Mon, 06 Dec 2010 15:53:06 GMT
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Anon wrote on Mon, 06 December 2010 01:34papaelbo wrote on Mon, 06 December 2010 01:11Hi, thanks for letting us be a part of the server testing.  Had some crazy 700+kbps at one point and a number of client crashes but it was good to stick around and help out.

Just a quick demo video of the weapon glitch i found which basically made my hotwire rushes useless (until somoeone pointed out you can still press the weapon number!).

http://www.mediafire.com/?rimqujbnxk3xl3b

Also have a number of crashdump.txt files if you need them.

That "glitch" already existed in the leaked 4.0 files.

Sorry guys, couldn't resist to just test them. I deleted them after trying so no worries
It's not a glitch, they did it on purpose, however they forgot to account for the fact that some weapons (remote c4) need to still be able to be selected to detonate, not that this is really an issue beings you can manually select it with the number keys, but for C4 rushes I'm sure it can be a pain.

What did we get as far as player counts were concerned on the test server this weekend?