This is a news post from CNCNZ.com:
http://forums.cncnz.com/index.php?showtopic=15873

What were you trying to do in this server test?
The goal of this test was to confirm that the server was stable. Since we're planning on a release of the Tiberian Technologies (TT) patch, it is important to have stable TT servers available. During these tests we also get a lot of response about the TT client, which is currently in private beta testing as well. Some features of the TT client only work when connected with a TT server. Since we want to release both the client and the server at the same time, we need the clients to be able to test as well.
These relatively large scale tests allow the testers to help us with the project and at the same time to have a good time. If we were to limit these events to testers only, the games would be a lot smaller and potentially less interesting.

How are the results?
We have found and fixed a few more bugs. One bug would have been a real issue when deployed on normal servers. If a player had set their bandwidth setting (very) low it could occur that game messages (such as kill messages, radio commands and some other technical things) were not displayed on that client. Since this is in potential rather important information, it is good that we found it before an open beta.
A different bug that was identified during or around the test event was that spectators could collect weapons and other power ups or open doors. This would make them "visible" and could in potential influence the game, which is obviously something you do not want as spectator.
Besides these bugs there haven't been any reports of new bugs. It shows that little over 3 years of hacking, rewriting and coding does have its benefits. The bug fixing did take up a lot of that time, because we do not have the original source code for Renegade and most things had to be reversed-engineered.

What's the next step?
Our next big move will be releasing a open beta for both the server and the client. We have an internal release date, but cannot communicate about it just yet. This because we want to give people some more time to submit bug reports from the event and we need to be able to fix them as well. It is however likely that a release is imminent.
We already send out limited test FDS'es to various server owners, so they can start on porting their mods. We hope they will be able launch TT servers as soon as there is an official release. After a successful open beta test we will of course release a final version of TT scripts 4.0. As soon as we reach this milestone we will contact EA, to discuss whether we can release TT over the official built-in patcher of the game. This would make cheating in Renegade impossible with the currently available cheats. It would also allow us to react much faster to newly released cheats.