
Subject: Introducing Tiberian Technologies!

Posted by [Crimson](#) on Sat, 21 Jun 2008 18:37:48 GMT

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Intro

Today is the day the arrow reveals all! In this post, you will learn about the newest (and yet the oldest) development team in Renegade! Your support in this new group is humbly requested as we have learned from our past mistakes and those of others. I now present to you, on behalf of the excellent group I represent, Tiberian Technologies!

Who is Tiberian Technologies?

Tiberian Technologies is a newly formed group, founded in December 2007 by mac and Crimson, who aimed to unite the best Renegade coders, as there are many individual groups trying to achieve similar things. Now, all of the people that created the most widely-used software utilities such as RenGuard, BRenBot, BIATCH, scripts.dll, and Renegade Resurrection are now united into one single group: Tiberian Technologies.

This group is dedicated to eradicate the heretics and restore Renegade to its former glory! Our first step is the creation of a new patch. We hope that with the community's support, we can get this patch sent through to all players as an official game patch. It consists of many bugfixes and an extremely extended version of the old custom scripts.dll, a new map, and a lot of stuff ported over from BlackIntel's projects and Renegade Resurrection.

Patch Info

TT strives to bring Renegade up to the next level. The game we have played and loved for years will be updated to include fixes for many nasty bugs, reduction of lag issues, and even enhanced gameplay with new features.

We've been working for a long time in the shadows to bring you the most important Renegade development in the past 5 years and now we are proud to announce a new patch!

The patch, originally planned as Core Patch 3, contains the following highlights:

scripts.dll 4.0

- built in Anti Cheat (replaces RenGuard)
- automatic downloading of maps and other content
- better compatibility with programs such as VoiceOverlay for TeamSpeak
- countless engine bugfixes and performance enhancements

most prominent bugfixes:

- Blue Hell fix!
- Purchase Terminals no longer broken after rejoin
- The pistol now starts out loaded when you spawn

The repair bays on Glacier Flying and other maps with repair bays now work correctly
You will no longer be killed on some maps if you are standing right next to the weapons factory and someone buys a vehicle
Taking a screenshot no longer causes lag
Using a sniper scope no longer causes lag

Enhancements:

Support for using the left and right side buttons on mice with more than 3 buttons
The weapon back and forward keys will now skip weapons that are out of ammo. You can still access those weapons by pressing the number keys to select the specific weapon
New feature on vehicles that calculate damage points based on last occupant
Points Fix - fixes an error in the way points are calculated when attacking vehicles with green health. Against all other targets, points are directly proportionate to damage, but not green-health vehicles due to a coding mistake. This is why, for example, snipers could get illogically high points for attacking heavy vehicles they did very little damage to.
The selection of where you spawn when you join the game/die/etc is now more random

New Maps

"City2" map by Deathlink6.0 will be shipped with the patch

BRenBot and NightRegulator will be updated as necessary to support these changes, and we will work with other bot authors to update theirs as well.

Community Support

These communities have been recognized by TT as the most popular and influential and as such, their leadership has received advance notification of this project and have all agreed to support it and us in any way they can. It will be very important to have these communities and everyone else possible participate in testing this patch in order to convince EA that such a patch should be released officially to all players and made mandatory. This part is essential to the success of the anti-cheat components.

n00bstories
Jelly Games
BlackIntel
UNRules
Clanwars.cc
TheKOSS2
Atomix Gaming
MP Gaming
n00bless
German Renegade Community (RCS Server)
Black Cell
St0rm Gaming
Renz0r Gaming
TsuGaming

Members

Tiberian Technologies consists of the brightest minds in the Renegade community, including members of BlackIntel, Blackhand Studios, Black Cell, and a new face or two. The member list in alphabetical order is:

Name	Country	Position	Group	Software Titles
Blazer	USA	Consultant	Blackhand Studios	BRenBot
Cat998	Austria	Coder	BlackIntel	BIATCH
Crimson	USA	Management	Blackhand Studios	RenGuard
danpaul88	UK	Coder	Blackhand Studios	BRenBot
EvilWhiteDragon	Netherlands	Consultant	BlackIntel	BIATCH
Ghostshaw	Netherlands	Coder	BlackIntel	BIATCH
inetkngEEK	USA	Coder	Blackhand Studios	RenGuard, CPs
jonwil	Australia	Coder	Blackhand Studios	scripts.dll
mac	Germany	Management	Blackhand Studios	BrenBot/RenGuard
Saberhawk	USA	Coder	none	scripts.dll
Sir Kane	Germany	Coder	Blackhand Studios	Original bhs.dll, ladder server, RenGuard
StealthEye	Netherlands	Coder	BlackIntel	BIATCH
Spoony	UK	QA/Balance	none	
WhiteDragon	USA	Coder	Black Cell	SSGM
v00d00	Canada	Coder	Blackhand Studios	TFD's no cd crack, RenGuard
Yrr	Germany	Coder	none	Renegade Resurrection

Future

Only our messiah Kane himself knows what else the future holds for Renegade with this new development team!

[Edit] Credits go to Deathlink6.0 for the TT-Logo!

Subject: Re: Introducing Tiberian Technologies!
Posted by [Dethdeath](#) on Sat, 21 Jun 2008 18:43:12 GMT
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Sweet

Subject: Re: Introducing Tiberian Technologies!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jun 2008 18:44:13 GMT

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Hurray! I was right!

This sounds really cool. Good luck to you all.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Sn1per74*](#) on Sat, 21 Jun 2008 18:45:39 GMT

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Sweet... So when's the release date for the patch?

Subject: Re: Introducing Tiberian Technologies!

Posted by [nikki6ixx](#) on Sat, 21 Jun 2008 18:48:04 GMT

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Well, I'll be...

This is very exciting news!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Caveman](#) on Sat, 21 Jun 2008 18:53:48 GMT

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And this built in anti cheat is what exactly?

Subject: Re: Introducing Tiberian Technologies!

Posted by [Muad Dib15](#) on Sat, 21 Jun 2008 18:55:04 GMT

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YA!!!!!!!!!

Also, n00bless owns all. We got some of the beststuff.

Subject: Re: Introducing Tiberian Technologies!

Posted by [ExEric3](#) on Sat, 21 Jun 2008 18:55:30 GMT

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Cool.

Subject: Re: Introducing Tiberian Technologies!
Posted by [mac](#) on Sat, 21 Jun 2008 18:55:43 GMT

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Sn1per74* wrote on Sat, 21 June 2008 14:44

Sweet... So when's the release date for the patch?

Release schedule will be announced later. There will be lots of public beta testing (several months with various beta builds). We have to get this patch in its final state as stable as humanly possible.. if the entire community supports it, EA can approve this, as it has been communicated.

Scripts 4.0 has been in the works since early January.. with a full force team. It's just not joinwil working on this, but there's a lot of teamwork between roughly 6-8 people every day!

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Sat, 21 Jun 2008 18:56:04 GMT

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The whole community should fully support this . It sounds very promising .

Subject: Re: Introducing Tiberian Technologies!
Posted by [Crimson](#) on Sat, 21 Jun 2008 18:57:11 GMT

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We don't have a date set in stone yet but we do have a LOT of stuff already done, too. Don't look for this to be done in the next month but we needed to make sure with you guys that we were on the right track with something the community wants and needs.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Genesis2001](#) on Sat, 21 Jun 2008 18:57:24 GMT

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haha. Nice planning.

~Zack

Subject: Re: Introducing Tiberian Technologies!
Posted by [OWA](#) on Sat, 21 Jun 2008 18:57:30 GMT

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You guys should talk to TheKGBspy. I bet he'd be interested in working on this.

Subject: Re: Introducing Tiberian Technologies!
Posted by [reckneya](#) on Sat, 21 Jun 2008 18:57:58 GMT
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I have no words for this.

Subject: Re: Introducing Tiberian Technologies!
Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:07:18 GMT
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Nice job guys!
I'm going to post this on www.blacksharkstudios.com!
BSS might help a little!

Subject: Re: Introducing Tiberian Technologies!
Posted by [endepende](#) on Sat, 21 Jun 2008 19:16:32 GMT
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awesome

Subject: Re: Introducing Tiberian Technologies!
Posted by [MUDKIPS](#) on Sat, 21 Jun 2008 19:29:38 GMT
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WHY MUST YOU FIX BLUE HELL, FUNNIEST PART OF ALL RENEGADE

Subject: Re: Introducing Tiberian Technologies!
Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:30:17 GMT
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MUDKIPS wrote on Sat, 21 June 2008 15:29WHY MUST YOU FIX BLUE HELL, FUNNIEST PART OF ALL RENEGADE
What is blue hell anyway?

Subject: Re: Introducing Tiberian Technologies!
Posted by [havoc9826](#) on Sat, 21 Jun 2008 19:33:43 GMT
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HeavyX101 wrote on Sat, 21 June 2008 12:30MUDKIPS wrote on Sat, 21 June 2008 15:29WHY

MUST YOU FIX BLUE HELL, FUNNIEST PART OF ALL RENEGADE

What is blue hell anyway?

This is blue hell.

Also, I'm glad to hear that something's finally being done again, but I hope that it doesn't take too long to complete. Overall playercount's already extremely down from last summer, and time is not our friend.

Subject: Re: Introducing Tiberian Technologies!

Posted by [nikki6ixx](#) on Sat, 21 Jun 2008 19:34:02 GMT

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HeavyX101 wrote on Sat, 21 June 2008 14:30

What is blue hell anyway?

You do Renecoding?...

Subject: Re: Introducing Tiberian Technologies!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 19:53:40 GMT

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havoc9826 wrote on Sat, 21 June 2008 15:33HeavyX101 wrote on Sat, 21 June 2008

12:30MUDKIPS wrote on Sat, 21 June 2008 15:29WHY MUST YOU FIX BLUE HELL, FUNNIEST PART OF ALL RENEGADE

What is blue hell anyway?

This is blue hell.

Also, I'm glad to hear that something's finally being done again, but I hope that it doesn't take too long to complete. Overall playercount's already extremely down from last summer, and time is not our friend.

Oh lol, i got those alot of times, but i didnt know what they were called.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Canadacdn](#) on Sat, 21 Jun 2008 19:53:40 GMT

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I can't wait until 2011!

Seriously though, it looks good.

Subject: Re: Introducing Tiberian Technologies!

Posted by [luv2pb](#) on Sat, 21 Jun 2008 20:04:08 GMT

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I asked it at n00bparty and I will ask it again. How the hell our you going to get enough people to download this to get the support you need for EA to auto patch it? The already small player base is going to get split in half.

inb4 SK shit storm.

Subject: Re: Introducing Tiberian Technologies!

Posted by [mac](#) on Sat, 21 Jun 2008 20:05:06 GMT

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There have been talks with Electronic Arts, and they support this, if the community supports it. This is as simple as it can be.

Subject: Re: Introducing Tiberian Technologies!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 20:08:56 GMT

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I can help as much as i can.

Subject: Re: Introducing Tiberian Technologies!

Posted by [President Brims-AFK](#) on Sat, 21 Jun 2008 20:13:04 GMT

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I am Brims-AFK, multi-term president of the Buttstories community. This small yet bountiful community has been closely following the rene-political sphere and is elated to receive the news of this update. It is with both a proud heart and a cautious spirit that I come here on behalf of this organization to give my full endorsement for Tiberian Technologies. It seems that as we advance into a bold new renefuture we must be unified in our attempts to beat back the haxing aggressors. But with this endorsement also comes a heavy hand of recommendation.

There are many issues which still need to be addressed as we take these bold steps forward. Most paramount of these is maintaining the dignity and upholding the identity of the Chem Trooper, a sacred and beloved character unit amongst my electorate. Many times I have felt my pulse racing as I executed an early game chem rush on GDI's infantry barracks. Yet these are dangerous times for the noble chem trooper, and their numbers are fast dwindling in the face of overwhelming hostility by snipers and APCs alike.

Another issue of central importance to my community is the absolute necessity of taking the point. In order to achieve total victory, one must be willing to lead the squad into it--Buttstorians have always recognized the power of Alt+2 even among the temptation to Alt+8. For this reason, we urge Tiberian Technologies to take the point. We need the point.

We support the pointfix insofar as it discourages the cowardly act of tanksneirping, or tanksniping as it is known in this region of the renecomunity. You're either with the tanksneirpers or against them, and we stand firmly in opposition to these terrorists and hope that you will join our coalition of the willing in bringing their movement down.

Once again, on behalf of the Buttstories community, we wish you best of luck in your endeavours. May your games be chem-filled and hax-free!

-President Commodore Rumforger J. Brimsley (Brims-AFK) the Third Esq.

Subject: Re: Introducing Tiberian Technologies!
Posted by [a000clown](#) on Sat, 21 Jun 2008 20:30:30 GMT
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Sooo.... anyone contact EA yet?
Think they'll support the project or ignore us?

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Sat, 21 Jun 2008 20:32:36 GMT
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mac wrote on Sat, 21 June 2008 22:05There have been talks with Electronic Arts, and they support this, if the community supports it. This is as simple as it can be.
That answers your question, doesn't it?

Subject: Re: Introducing Tiberian Technologies!
Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 20:35:40 GMT
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mac already said that EA supports it if the rest of community supports it.

Also,

I CAME.

Subject: Re: Introducing Tiberian Technologies!
Posted by [a000clown](#) on Sat, 21 Jun 2008 20:36:41 GMT
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Ahh didn't read that far down, thnx.
But how can they tell "if the community support it"? Of course anyone who cares about Renegade

surviving will support it so... Would they be looking for anything specific?

Subject: Re: Introducing Tiberian Technologies!

Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 20:42:44 GMT

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I'd think a huge topic with a lot of ideas and stuff like "I support!" would be a good idea.

But yeah, I don't see why anyone wouldn't support it.

VERY nice guys. Glad that Renegade will finally be getting a patch. I think this is one of the few games, if not one of the ONLY games, to actually have a patch years after the company that made it was dropped, and also years after its release.

You all deserve a cookie

Subject: Re: Introducing Tiberian Technologies!

Posted by [Caveman](#) on Sat, 21 Jun 2008 20:50:39 GMT

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Caveman wrote on Sat, 21 June 2008 19:53And this built in anti cheat is what exactly?

So like anyone gonna answer this or what?

Subject: Re: Introducing Tiberian Technologies!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 20:51:34 GMT

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Caveman wrote on Sat, 21 June 2008 16:50Caveman wrote on Sat, 21 June 2008 19:53And this built in anti cheat is what exactly?

So like anyone gonna answer this or what?

Yes it is, Crimson said it!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Mighty BOB!](#) on Sat, 21 Jun 2008 20:53:15 GMT

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Ooh cool a blue hell fix. >.>

Subject: Re: Introducing Tiberian Technologies!
Posted by [TruYuri](#) on Sat, 21 Jun 2008 20:53:44 GMT
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Magnificent! I knew in some form or another that it was going to be "Core Patch 3", but the unification of the greatest Renegade coders of all time is an extremely pleasant surprise.

I have a question though, will all these wonderful engine fixes be available in the popular mods around it? Red Alert: A Path Beyond, Red Alert 2: Apocalypse Rising, Command & Conquer: Reborn, and other mods such as the Dune Mod and Rise of Apocalypse?

What about the shaders? Can you reveal anything on these?

Subject: Re: Introducing Tiberian Technologies!
Posted by [mac](#) on Sat, 21 Jun 2008 20:56:10 GMT
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TruYuri wrote on Sat, 21 June 2008 16:53

I have a question though, will all these wonderful engine fixes be available in the popular mods around it? Red Alert: A Path Beyond, Red Alert 2: Apocalypse Rising, Command & Conquer: Reborn, and other mods such as the Dune Mod and Rise of Apocalypse?

What about the shaders? Can you reveal anything on these?

That's a definite yes. All new engine bugfixes and features can and will be used in all the popular mods, since scripts.dll still is and will always be open source.

I'm sure Saberhawk will shed some light into the new shader stuff we've been doing for the past few months..

Subject: Re: Introducing Tiberian Technologies!
Posted by [a000clown](#) on Sat, 21 Jun 2008 20:59:20 GMT
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hmm, I hope with the new patch Renegade will still work on my shitty computer lol
I've been using scripts 2.9.2 because I've been avoiding shaders.

Subject: Re: Introducing Tiberian Technologies!
Posted by [TruYuri](#) on Sat, 21 Jun 2008 20:59:39 GMT
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mac wrote on Sat, 21 June 2008 15:56TruYuri wrote on Sat, 21 June 2008 16:53

I have a question though, will all these wonderful engine fixes be available in the popular mods around it? Red Alert: A Path Beyond, Red Alert 2: Apocalypse Rising, Command & Conquer: Reborn, and other mods such as the Dune Mod and Rise of Apocalypse?

What about the shaders? Can you reveal anything on these?

That's a definite yes. All new engine bugfixes and features can and will be used in all the popular mods, since scripts.dll still is and will always be open source.

I'm sure Saberhawk will shed some light into the new shader stuff we've been doing for the past few months..

Beautiful. I figured some of the changes were in the .exe itself, so it would have been slightly difficult to apply these fixes. I'm all for it!

As a member of Bluehell Productions staff this means alot.

EDIT: I can't wait for a full changelist. I love this shit.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Caveman](#) on Sat, 21 Jun 2008 21:03:27 GMT

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HeavyX101 wrote on Sat, 21 June 2008 21:51Caveman wrote on Sat, 21 June 2008

16:50Caveman wrote on Sat, 21 June 2008 19:53And this built in anti cheat is what exactly?

So like anyone gonna answer this or what?

Yes it is, Crimson said it!

Dude you make no sense, its not a question for you to answer so dont attempt to...

Subject: Re: Introducing Tiberian Technologies!

Posted by [HeavyX101- Left](#) on Sat, 21 Jun 2008 21:24:03 GMT

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Caveman wrote on Sat, 21 June 2008 17:03HeavyX101 wrote on Sat, 21 June 2008

21:51Caveman wrote on Sat, 21 June 2008 16:50Caveman wrote on Sat, 21 June 2008 19:53And this built in anti cheat is what exactly?

So like anyone gonna answer this or what?

Yes it is, Crimson said it!

Dude you make no sense, its not a question for you to answer so dont attempt to...

Sorry then

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Sat, 21 Jun 2008 21:32:57 GMT
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I hope the new anti cheat will be in bhs.dll? As an open source anti cheat might not be the best thing to have?

Subject: Re: Introducing Tiberian Technologies!
Posted by [XeonXR6](#) on Sat, 21 Jun 2008 21:36:10 GMT
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Surprised and intrigued.

Can't wait to find out more.

Subject: Re: Introducing Tiberian Technologies!
Posted by [luv2pb](#) on Sat, 21 Jun 2008 21:37:12 GMT
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StealthEye wrote on Sat, 21 June 2008 16:32mac wrote on Sat, 21 June 2008 22:05There have been talks with Electronic Arts, and they support this, if the community supports it. This is as simple as it can be.

That answers your question, doesn't it?

Actually that is totally worthless. What I want to know is how your going to get the community to support this so that EA will do it. Here is how this plays out, you have all these servers on board which is sweet. Then you have a player base where about 30% of the players download this. Lets face it this isn't going to get any better of attention or downloads than Renguard, maps or anything else. After a little while servers like Jelly get sick of running at 30% capacity and switch back to the non TT renegade. You are also going to have people that are going to provide servers based on non TT Renegade to fill the gap where the big players like Jelly and N00bstories were for that other 70%. That is a situation EA wants nothing to do with ... assuming they actually intend to follow through on their word. Which to present everyone on your team knows hasn't happened.

Of course I'm just picking easy numbers and using Jelly as an example based on their history with things like Renguard.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Sat, 21 Jun 2008 21:41:52 GMT
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luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

Subject: Re: Introducing Tiberian Technologies!

Posted by [GEORGE ZIMMER](#) on Sat, 21 Jun 2008 21:42:03 GMT

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I'm pretty sure RenGuard is a well known thing to EA and whatnot. Infact, I'd go far enough to say it's incredibly well known by now. TT Patch will more than likely get the same attention, if not more.

Naturally though, it just needs a push. As it stands, most of the important people seem to support it. Give it a few weeks, and it'll be supported by those who want it. Which I'm sure is most of the Renegade community.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Jamie or NuneGa](#) on Sat, 21 Jun 2008 21:52:15 GMT

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can't wait to see how many people get shit overnight.

Subject: Re: Introducing Tiberian Technologies!

Posted by [a000clown](#) on Sat, 21 Jun 2008 21:53:24 GMT

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Goztow wrote on Sat, 21 June 2008 17:41luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

I disagree. I think the best way for this to work is not allowing the player to connect to XWIS without the patch, and for that we need EA to support us officially.

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Sat, 21 Jun 2008 22:02:03 GMT

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Clown wrote on Sat, 21 June 2008 23:53Goztow wrote on Sat, 21 June 2008 17:41luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

I disagree. I think the best way for this to work is not allowing the player to connect to XWIS

without the patch, and for that we need EA to support us officially.

If all goes well this would be send to EVERYONE playing renegade. Or at the least, all XWIS players.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Dealman](#) on Sat, 21 Jun 2008 22:09:18 GMT

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As long as you got BlackIntel, failure is not going to happen.

Subject: Re: Introducing Tiberian Technologies!

Posted by [sadukar09](#) on Sat, 21 Jun 2008 22:19:04 GMT

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Teh win.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Goztow](#) on Sat, 21 Jun 2008 22:27:24 GMT

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EvilWhiteDragon wrote on Sun, 22 June 2008 00:02Clown wrote on Sat, 21 June 2008 23:53Goztow wrote on Sat, 21 June 2008 17:41luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

I disagree. I think the best way for this to work is not allowing the player to connect to XWIS without the patch, and for that we need EA to support us officially.

If all goes well this would be send to EVERYONE playing renegade. Or at the least, all XWIS players.

What Luv2 and me mean is that during beta stage, you'll have players with and without this patch.

Subject: Re: Introducing Tiberian Technologies!

Posted by [m1a1_abrams](#) on Sat, 21 Jun 2008 22:44:11 GMT

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This is really unexpected and brilliant news. I hope enough people show support for EA to let you patch the game through XWIS. That would be so awesome and a triumph for the dedicated community that has kept Renegade alive all this time

Subject: Re: Introducing Tiberian Technologies!

Posted by [IronWarrior](#) on Sat, 21 Jun 2008 22:44:39 GMT

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I sense fail already.

This is all good and shit, but EA is EA and I douth they be interested, you can talk to them all you like, but when it comes to the real work, they will forgot about it.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Crimson](#) on Sat, 21 Jun 2008 22:53:21 GMT

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EA already has a history of using fan-made patches when the community supports it and the patch itself is rock-solid. In fact, higher standards than their own patches have to fulfill.

We don't intend to split up the community with this patch. That's why I have always been (silently) opposed to certain projects where a team is trying to re-make Renegade in another engine with the futile hope that everyone will abandon the old one.

As I said before, we are learning from our old mistakes (such as those we made with RenGuard's release) and trying to do it much better this time around now that we are armed with boatloads more experience and knowledge.

Subject: Re: Introducing Tiberian Technologies!

Posted by [R315r4z0r](#) on Sat, 21 Jun 2008 23:19:12 GMT

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EA always helps the community when it comes to stuff like this... especially the C&C community. It is like their baby. (Adopted baby because they couldn't have one of their own)

I support this, it is pretty cool down on paper... but I am still confused on how you're going to start the entire community on this thing. Face it, this is an old game and for all the new players out there none of them could be bothered to download a 3rd party download for something they just felt like installing to see what it's like.

Renguard is good, but I know many, MANY people who disapprove of it and refuse to download it. If one person doesn't like something, then chances are their opinion will spread to other people. Your going to have a faction in the working Renegade community that has no idea about what is going on.

If you guys can somehow get EA to add an autopatcher in an official patch for Renegade that simply institutes TT members the ability to patch the game when they feel is right, then that would be insane... but I don't see that happening.

Also:

Quote:New feature on vehicles that calculate damage points based on last occupant
What does that mean?

Subject: Re: Introducing Tiberian Technologies!
Posted by [arnyswart](#) on Sat, 21 Jun 2008 23:20:23 GMT
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agreed it looks good.

Subject: Re: Introducing Tiberian Technologies!
Posted by [R315r4z0r](#) on Sat, 21 Jun 2008 23:31:44 GMT
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Do you think this is BCPT worthy? (Apoc's community corner? Or blog?)

Subject: Re: Introducing Tiberian Technologies!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 21 Jun 2008 23:32:45 GMT
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Definitely. Just announce it on PCNC or CNCNZ and it'll be on Apoc's corner momentarily.

Subject: Re: Introducing Tiberian Technologies!
Posted by [mrÅ£ÅŞÄ·z](#) on Sat, 21 Jun 2008 23:36:36 GMT
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Would you guys add my Serverside Gate and Door Script to the .dll? or is it in already?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Speedy059](#) on Sat, 21 Jun 2008 23:46:17 GMT
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And add my serial stealer script .dll to it as well.....

BTW, does this little group have a website?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ghostshaw](#) on Sat, 21 Jun 2008 23:48:45 GMT
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To answer Cavemans question, the anticheat consists of several parts. Part of it is improved (because we can also make clientside changes) BIATCH/RR code. Besides that theres a few extra things that weren't possible to do on the server side only.

I won't go deep into it now since its not all finished yet (although a lot is finished though) so things might still change.

And WTF is this about?:

DrasticDR wrote on Sun, 22 June 2008 01:02
Thank fuck you didn't get your hands on the source code.

Subject: Re: Introducing Tiberian Technologies!

Posted by [dr3w2](#) on Sat, 21 Jun 2008 23:55:35 GMT

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Goztow wrote on Sat, 21 June 2008 16:41
luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A that would actually make this whole idea fail. Look at the current state of renguard, CP1, CP2 and scripts.dll .. there is no mandatory level aside from the renegade patch from westwoods ftp. (Renegade_1037_English.exe)

For these patches, fixes, anticheats to be a success a mandatory, forced upgrade to play in the online games is a must. Otherwise servers will lack players, multiple versions of updates, lack of forced anticheat, and so many other issues like map autodownloader.

This is why they need the community behind them, so EA takes notice and agrees to release it as an official, forced patch much like the Renegade 1037 update. If this happens, renegade would finally be at a level playing field in all of the servers when it comes to fixes and anticheats.

Subject: Re: Introducing Tiberian Technologies!

Posted by [R315r4z0r](#) on Sun, 22 Jun 2008 00:17:14 GMT

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Ghostshaw wrote on Sat, 21 June 2008 19:48
And WTF is this about?:

DrasticDR wrote on Sun, 22 June 2008 01:02
Thank fuck you didn't get your hands on the source code.

It is common belief that if the community got their hands on the source code Renegade would be ruined because cheaters would run around everywhere with overwhelming power.

Subject: Re: Introducing Tiberian Technologies!
Posted by [BlueThen](#) on Sun, 22 Jun 2008 00:23:06 GMT
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Speedy059 wrote on Sat, 21 June 2008 18:46And add my serial stealer script .dll to it as well.....

BTW, does this little group have a website?
www.renegadeforums.com :o

Subject: Re: Introducing Tiberian Technologies!
Posted by [a000clown](#) on Sun, 22 Jun 2008 00:25:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Sat, 21 June 2008 20:23Speedy059 wrote on Sat, 21 June 2008 18:46And add my serial stealer script .dll to it as well.....

BTW, does this little group have a website?
www.renegadeforums.com
I think he meant a separate site like how RenGuard does.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Sun, 22 Jun 2008 00:35:01 GMT
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Well this is pretty kickass I can't wait to see the new patch
If this is spread enough we could have more players playing Renegade again in no time

Subject: Re: Introducing Tiberian Technologies!
Posted by [HeavyX101- Left](#) on Sun, 22 Jun 2008 00:41:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

{SB}Lone0001 wrote on Sat, 21 June 2008 20:35Well this is pretty kickass I can't wait to see the new patch
If this is spread enough we could have more players playing Renegade again in no time
In march 2006, when i bought cnc TFD, there were over 1000 people online at Westwood online. But when cnc 3 got released, there were only like 400 people playing. I have a friend that hs renegade but i cant ***** make him play it, that is how they hate it. For example, blackhand101 doesnt play it too because it has bad graphics. I hope the person/people that made the BHS.dll options could make better graphics and more good stuff. I want to thanks those people that made TT up. YOU GUYS ROCK!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Crimson](#) on Sun, 22 Jun 2008 00:43:13 GMT

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I'm sure most of you would agree that a public source code release would spell the end of Renegade and I would rather see no one get the source code if it meant it would be easily accessible.

Subject: Re: Introducing Tiberian Technologies!

Posted by [BlueThen](#) on Sun, 22 Jun 2008 00:44:31 GMT

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Maybe if they released.. a limited amount of the source?

I don't know, any way of making Renegade more flexible and moddable sounds fine to me.

Subject: Re: Introducing Tiberian Technologies!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 22 Jun 2008 00:53:18 GMT

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Quote:

We don't intend to split up the community with this patch. That's why I have always been (silently) opposed to certain projects where a team is trying to re-make Renegade in another engine with the futile hope that everyone will abandon the old one.

No idea how you can back this notion, as I've never said any of this, and as it is clearly an attack on Renegade X.

The reality is, I'm a Renegade person first, UT3 person second. I support TT and look forward with what you guys will be doing with Core Patch 3. Don't forget that I've been in the Renegade community just as long as you have (been playing since the demo), and have worked on more W3D projects than most modders in this community.

Criticize all you want, Renegade X has never ever wanted everyone to abandon W3D. On the contrary, we released some model replacements for C&C Renegade, and have a surprise coming up that will benefit the C&C Renegade community specifically. We are merely an exonerated mod that wants to bring C&C mode to more people who have never even heard of it. You know just as well as I do that no mod and no game will kill Renegade on W3D anytime soon.

Hope you understand.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Starbuzzz](#) on Sun, 22 Jun 2008 00:54:55 GMT

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Well written ^

Subject: Re: Introducing Tiberian Technologies!

Posted by [Mighty BOB!](#) on Sun, 22 Jun 2008 01:07:39 GMT

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HeavyX101 wrote on Sat, 21 June 2008 19:41I hope the person/people that made the BHS.dll options could make better graphics and more good stuff.

How about shaders, normal, and specular maps eh?

Subject: Re: Introducing Tiberian Technologies!

Posted by [TeamWolf](#) on Sun, 22 Jun 2008 01:10:55 GMT

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Great news about the patch, can't wait for it.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Lone0001](#) on Sun, 22 Jun 2008 01:12:32 GMT

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HeavyX101 wrote on Sat, 21 June 2008 20:41{SB}Lone0001 wrote on Sat, 21 June 2008 20:35Well this is pretty kickass I can't wait to see the new patch

If this is spread enough we could have more players playing Renegade again in no time
In march 2006, when i bought cnc TFD, there were over 1000 people online at Westwood online.
But when cnc 3 got released, there were only like 400 people playing. I have a friend that hs
renegade but i cant ***** make him play it, that is how they hate it. For example, blackhand101
doesnt play it too because it has bad graphics. I hope the person/people that made the BHS.dll
options could make better graphics and more good stuff. I want to thanks those people that made
TT up. YOU GUYS ROCK!

What is with all you people and graphics these days!

Graphics do not make a game the overall gameplay make a game

Take Super Mario Brothers for example most people still enjoy that game for the gameplay and
don't give a shit about the graphics.

[/rant]

Subject: Re: Introducing Tiberian Technologies!

Posted by [luv2pb](#) on Sun, 22 Jun 2008 01:13:56 GMT

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Goztow wrote on Sat, 21 June 2008 18:27
EvilWhiteDragon wrote on Sun, 22 June 2008 00:02
Clown wrote on Sat, 21 June 2008 23:53
Goztow wrote on Sat, 21 June 2008 17:41
Iuv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

I disagree. I think the best way for this to work is not allowing the player to connect to XWIS without the patch, and for that we need EA to support us officially.

If all goes well this would be send to EVERYONE playing renegade. Or at the least, all XWIS players.

What Luv2 and me mean is that during beta stage, you'll have players with and without this patch. From what I know from Crim and from reading all this it isn't backwards compatible. So I'm back to my original question. How are you going to get the full support you need from the community for EA to support this?

Subject: Re: Introducing Tiberian Technologies!

Posted by [BlueThen](#) on Sun, 22 Jun 2008 01:14:29 GMT

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Although it'd be nice to have better graphics, it doesn't need it. Besides, Renegade is like the latest game I can play on my computer without a buttload of lag...

Subject: Re: Introducing Tiberian Technologies!

Posted by [Kikiller](#) on Sun, 22 Jun 2008 01:24:54 GMT

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This Patch looks nice, about time for some updates lol, good job guys.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Sir Kane](#) on Sun, 22 Jun 2008 01:42:38 GMT

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{SB}Lone0001 wrote on Sat, 21 June 2008 20:12

Graphics do not make a game the overall gameplay make a game
Bullshit.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Genesis2001](#) on Sun, 22 Jun 2008 01:43:14 GMT

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Sir Kane wrote on Sat, 21 June 2008 18:42{SB}Lone0001 wrote on Sat, 21 June 2008 20:12
Graphics do not make a game the overall gameplay make a game
Bullshit.

I call bullshit on your bullshit:)

~Zack

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Sun, 22 Jun 2008 01:47:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Sat, 21 June 2008 21:42{SB}Lone0001 wrote on Sat, 21 June 2008 20:12
Graphics do not make a game the overall gameplay make a game
Bullshit.

And you would be one of the people involved in the people I'm talking about a game is nothing without gameplay.

A game has awesome graphics but innovative or fun gameplay is missing will anyone play it, no(I wouldn't).

A game has fun gameplay but not the best graphics or not the most recent but decent and acceptable(Renegade) will anyone play that? I don't know about you but if it were me sure I would give it a go.

And Renegade is an excellent example of the above statement.

Subject: Re: Introducing Tiberian Technologies!
Posted by [BlueThen](#) on Sun, 22 Jun 2008 01:54:23 GMT
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Graphics aren't an over-all necessity, however, it does help out a lot when it comes to promotions and stuff like that.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Veyrdite](#) on Sun, 22 Jun 2008 02:54:16 GMT
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Awesome! Can't wait!
But I have a request. Seeing as the anti-cheats will probably disable any objects.ddb files, can we

only have it enabled on Multiplayer games?

Subject: Re: Introducing Tiberian Technologies!

Posted by [TruYuri](#) on Sun, 22 Jun 2008 03:03:41 GMT

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Not to rush you or be an annoyance of any sort, but will we be able to see a list of what has been fixed/changed anytime soon? Of course, this list would exclude all things that you want to remain hidden for the time being.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Crimson](#) on Sun, 22 Jun 2008 03:56:58 GMT

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luv2pb wrote on Sat, 21 June 2008 18:13Goztow wrote on Sat, 21 June 2008 18:27EvilWhiteDragon wrote on Sun, 22 June 2008 00:02Clown wrote on Sat, 21 June 2008 23:53Goztow wrote on Sat, 21 June 2008 17:41luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

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What Luv2 and me mean is that during beta stage, you'll have players with and without this patch. From what I know from Crim and from reading all this it isn't backwards compatible. So I'm back to my original question. How are you going to get the full support you need from the community for EA to support this?

We've gone through a few options but I believe we'll be creating a sort of test environment with test servers and schedule events around playing on these other servers so that bugs can be found and worked out. I know I'm not the only one who runs more than one server so one can be temporarily donated to this project and mobilized and motivated testers can run our fixes through the wringer and try to find any bugs that need to be addressed.

Subject: Re: Introducing Tiberian Technologies!

Posted by [F1r3st0rm](#) on Sun, 22 Jun 2008 06:34:05 GMT

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[NEFobby[GEN] wrote on Sat, 21 June 2008 20:53]Quote:

We don't intend to split up the community with this patch. That's why I have always been (silently) opposed to certain projects where a team is trying to re-make Renegade in another engine with

the futile hope that everyone will abandon the old one.

No idea how you can back this notion, as I've never said any of this, and as it is clearly an attack on Renegade X.

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Criticize all you want, Renegade X has never ever wanted everyone to abandon W3D. On the contrary, we released some model replacements for C&C Renegade, and have a surprise coming up that will benefit the C&C Renegade community specifically. We are merely an exonerated mod that wants to bring C&C mode to more people who have never even heard of it. You know just as well as I do that no mod and no game will kill Renegade on W3D anytime soon.

Hope you understand.

Get em fibby

Subject: Re: Introducing Tiberian Technologies!

Posted by [Dreganius](#) on Sun, 22 Jun 2008 07:17:36 GMT

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This is magnificent!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Tanya A.](#) on Sun, 22 Jun 2008 07:19:44 GMT

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I agree strongly with {SB}Lone0001.

The most important elements to a game in my opinion are storyline & gameplay (not always in that order).

Graphics always come 3th for me, why? Because graphics alone don't make a good/great game. I agree that nice graphics make a game sell well and benefit advertisement, but in the end the quality & lifespan of a game come from a fine balance between these 3 factors, and graphics doesn't always add as strongly to the outcome. And in the end what matters most for a game is how long people will remember it and play it. (which gives an indication to the quality of a game).

I prefer a game with a good balance between storyline & gameplay anytime over a game with good (even awesome) graphics.
But ofcours that doesn't mean I don't enjoy or praise good graphics

Look at pong or pacman, how old it that game? And I'm sure it's still as popular as ever (if not even more, given other games based on this one). The later one is even getting a movie of it's own

Subject: Re: Introducing Tiberian Technologies!
Posted by [LR01](#) on Sun, 22 Jun 2008 07:33:41 GMT
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May I say that that is a lot of message's for two day's?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Caveman](#) on Sun, 22 Jun 2008 09:13:37 GMT
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Ok ghost thanks for clearing that up. I just wanted to know if we were getting RenGuard 1.4 but renamed or something completely new. Don't necessary need the in's and out's of it.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ryu](#) on Sun, 22 Jun 2008 10:01:51 GMT
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Crimson, aren't you like the owner of Black Hand Studios? Who not use THAT for this? it would make more sense.

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Sun, 22 Jun 2008 10:20:54 GMT
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Ryu wrote on Sun, 22 June 2008 12:01Crimson, aren't you like the owner of Black Hand Studios? Who not use THAT for this? it would make more sense.
TT is the combination of forces of more than just 1 community or whatever you want to call it. For this reason, it makes sense to use a different name, as not everyone is BHS member.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ryu](#) on Sun, 22 Jun 2008 11:22:06 GMT

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EvilWhiteDragon wrote on Sun, 22 June 2008 11:20Ryu wrote on Sun, 22 June 2008 12:01Crimson, aren't you like the owner of Black Hand Studios? Who not use THAT for this? it would make more sense.
TT is the combination of forces of more than just 1 community or whatever you want to call it. For this reason, it makes sense to use a different name, as not everyone is BHS member.
but you could be.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Sun, 22 Jun 2008 11:34:21 GMT

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Tanya A. wrote on Sun, 22 June 2008 03:19I agree strongly with {SB}Lone0001.

The most important elements to a game in my oppinion are storyline & gameplay (not always in that order).

Graphics always come 3th for me, why? Because graphics alone don't make a good/great game. I agree that nice graphics make a game sell well and benefit advertisement, but in the end the quality & lifespan of a game come from a fine balance between these 3 factors, and graphics doesn't always add as strongly to the outcome. And in the end what matters most for a game is how long people will remember it and play it. (which gives an indication to the quality of a game).

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Look at pong or pacman, how old it that game? And I'm sure it's still as popular as ever (if not even more, given other games based on this one). The later one is even getting a movie of it's own

Well said

Subject: Re: Introducing Tiberian Technologies!
Posted by [Reaver11](#) on Sun, 22 Jun 2008 11:48:08 GMT

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There is one thing I would like to see fixed I dont know if it is possible.

In the time of scripts 3.0 there has been said they would fix the stairs that. Now if you drive a vehicle in a stair it will get stuck. I hope it is fixable

Subject: Re: Introducing Tiberian Technologies!

Posted by [r34ch](#) on Sun, 22 Jun 2008 12:00:58 GMT

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Wow i'm impressed, modders coming together to benefit the ren community as a whole?

Perhaps we may now see some decent things come out of all this.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Ghostshaw](#) on Sun, 22 Jun 2008 12:21:36 GMT

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Reaver you mean ladders?

Subject: Re: Introducing Tiberian Technologies!

Posted by [mrÃ£Ã§Ã·z](#) on Sun, 22 Jun 2008 12:45:41 GMT

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Ghostshaw wrote on Sun, 22 June 2008 07:21 Reaver you mean ladders?

I think so.

Could you guys fix the .pkg Zero bug please? because always when i play RP2 i get Zero bug on every server

Subject: Re: Introducing Tiberian Technologies!

Posted by [Reaver11](#) on Sun, 22 Jun 2008 14:43:02 GMT

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Ghostshaw wrote on Sun, 22 June 2008 14:21 Reaver you mean ladders?

My bad. I ment ladders.

Subject: Re: Introducing Tiberian Technologies!

Posted by [bmruze](#) on Sun, 22 Jun 2008 15:51:26 GMT

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All I can say is WOW... like um.... wow

Subject: Re: Introducing Tiberian Technologies!
Posted by [DKDexter999](#) on Sun, 22 Jun 2008 19:12:00 GMT
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I'm glad to see this Anti-cheat features are always great!

Does this have a public IRC channel where proposals and ideas can be given on as well as questions can be asked?

Subject: Re: Introducing Tiberian Technologies!
Posted by [=HT=T-Bird](#) on Sun, 22 Jun 2008 19:53:33 GMT
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I noticed you put a few BIATCH coders on the list, but not all of them Is there a reason (NDA, etal) for this, or are Stewie and I mere omissions?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Syther](#) on Sun, 22 Jun 2008 20:24:47 GMT
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So this means all the people with *cheat name removed*and aimbot will no longer be able to use them write ??

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ghostshaw](#) on Sun, 22 Jun 2008 21:10:17 GMT
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Thats the general idea yeah .

Subject: Re: Introducing Tiberian Technologies!
Posted by [BlueThen](#) on Sun, 22 Jun 2008 21:11:09 GMT
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Make sure the anti-cheat lasts longer than atleast a week before it's bypassed. lol

Subject: Re: Introducing Tiberian Technologies!

Posted by [Creed3020](#) on Sun, 22 Jun 2008 21:38:30 GMT

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Very interesting new release.

Looking forward to hearing more details as they are announced. I expect it will be some time until we get concrete news.

Overall this is very exciting as it finally combines most of the strengths of the communities, whereas before knowledge was split up in different silos. That is what I appreciate most about this announcement. The fact that cheats may be conquered again is also a huge bonus.

Keep up the hard work, and I hope that more members may be included in the future!

Kudos TT!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Xpert](#) on Sun, 22 Jun 2008 22:30:54 GMT

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Interesting. Looks like I'm gonna have some fun coding with my projects for the new stuff.

Only thing I'm questioning right now is you mentioned "Point Fix" as something part of Scripts 4.0.

Will there be an option to disable that or something? And how will that exactly work. I probably missed something or it wasn't mentioned at all but will the new features affect client-side and server-side or is there an option to disable a few things, one being Point-Fix. I can tell you right now, not many really FULLY agree with the pointfix.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Havoc 89](#) on Sun, 22 Jun 2008 23:02:00 GMT

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Just gonna fix up something here:

Crimson wrote on Sat, 21 June 2008 18:53

We don't intend to split up the community with this patch. That's why I have always been (silently) opposed to certain project where the Renegade X team is trying to re-make Renegade on another engine with the futile hope that it will be bigger and better then ever.

Fixed

Subject: Re: Introducing Tiberian Technologies!
Posted by [reckneya](#) on Sun, 22 Jun 2008 23:17:02 GMT
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On a different note, I really hope this patch will also change the place beacon posture to something that looks like someone is actually placing something on the ground, rather than someone trying to push over some invisible flag pole.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Renardin6](#) on Sun, 22 Jun 2008 23:18:15 GMT
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Good news.

Something that I wanted to see is not there so I will just mention it in case some genius can make this work:

Real Widescreen support. No stretched image when using 16/10 or 16/9 screen resolution.

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Sun, 22 Jun 2008 23:19:40 GMT
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Xpert wrote on Mon, 23 June 2008 00:30Interesting. Looks like I'm gonna have some fun coding with my projects for the new stuff.

Only thing I'm questioning right now is you mentioned "Point Fix" as something part of Scripts 4.0.

Will there be an option to disable that or something? And how will that exactly work. I probably missed something or it wasn't mentioned at all but will the new features affect client-side and server-side or is there an option to disable a few things, one being Point-Fix. I can tell you right now, not many really FULLY agree with the pointfix.

Currently, not much can be configured. We can add that if it is necessary, but I don't see how you can not agree with the points fix. I have heard no proper argument for not fixing it, in fact the only arguments I heard against it were based on misinformation. If you want, we can discuss it in another topic, there is a good chance that I can convince you.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Sun, 22 Jun 2008 23:20:34 GMT
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Renardin6 wrote on Sun, 22 June 2008 19:18Good news.

Something that I wanted to see is not there so I will just mention it in case some genius can make this work:

Real Widescreen support. No stretched image when using 16/10 or 16/9 screen resolution.

^^That would be awesome.

Subject: Re: Introducing Tiberian Technologies!

Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:18:40 GMT

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Renardin6 wrote on Sun, 22 June 2008 18:18Good news.

Something that I wanted to see is not there so I will just mention it in case some genius can make this work:

Real Widescreen support. No stretched image when using 16/10 or 16/9 screen resolution.

Some people have been opposed to real widescreen support because it increases the horizontal FOV (and thus giving an unfair advantage to people with widescreen monitors)

Subject: Re: Introducing Tiberian Technologies!

Posted by [Muad Dib15](#) on Mon, 23 Jun 2008 00:34:30 GMT

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Wait, I don't get it. Does widescreen support mean that your char is smaller when you are in 3rd person, and you can see more?

Subject: Re: Introducing Tiberian Technologies!

Posted by [HeavyX101- Left](#) on Mon, 23 Jun 2008 00:36:52 GMT

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Muad Dib15 wrote on Sun, 22 June 2008 20:34Wait, I don't get it. Does widescreen support mean that your char is smaller when you are in 3rd person, and you can see more?

In my laptop, the wide screen just stretches the game, and makes havoc look really fat by the way..

Subject: Re: Introducing Tiberian Technologies!

Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:41:39 GMT

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HeavyX101 wrote on Sun, 22 June 2008 19:36Muad Dib15 wrote on Sun, 22 June 2008

20:34Wait, I don't get it. Does widescreen support mean that your char is smaller when you are in 3rd person, and you can see more?

In my laptop, the wide screen just stretches the game, and makes havoc look really fat by the way..

It'd mean that the screen isn't stretched in widescreen (16:9 and 16:10) resolutions, and the horizontal view space is increased.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Chronojam](#) on Mon, 23 Jun 2008 04:26:27 GMT

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luv2pb wrote on Sat, 21 June 2008 16:04The already small player base is going to get split in half.

inb4 SK shit storm.

This right here is the best way to ensure there isn't any trouble down the road.

Renardin6 wrote on Sun, 22 June 2008 19:18

Real Widescreen support. No stretched image when using 16/10 or 16/9 screen resolution.

Play windowed. Why should you be able to have a 270 degree FOV just because you have a three monitor setup? The same reasons ("none") apply to having a 180, or 100, or anything nonstandard.

Also this is the part where I laugh at people who kept trying to ask me why Jonwil "quit" when he's such a prolific bastard, doing things for Renegade/APB constantly while also having helped with C&C3 modding.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Goztow](#) on Mon, 23 Jun 2008 06:47:17 GMT

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At the other hand: when the characters are stretched, their bodies and heads are a bit bigger, no? So that's already an advantage, no?

Subject: Re: Introducing Tiberian Technologies!

Posted by [Renardin6](#) on Mon, 23 Jun 2008 07:47:19 GMT

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Goztow wrote on Mon, 23 June 2008 01:47At the other hand: when the characters are stretched, their bodies and heads are a bit bigger, no? So that's already an advantage, no?

sort of. But Chronojam, you can also play on 16/9 in a windowed mode... So the explanation of unfair advantage is wrong.

People with a widescreen want to enjoy the game with fullscreen experience without the "fat" aspect it gives. Now if you think we have a too big advantage, use windowed 16/9 or 16/10 mode...

So can it be done?

Subject: Re: Introducing Tiberian Technologies!

Posted by [Ghostshaw](#) on Mon, 23 Jun 2008 08:03:30 GMT

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We could you just use fillers for the extra width.

Subject: Re: Introducing Tiberian Technologies!

Posted by [AmunRa](#) on Mon, 23 Jun 2008 10:08:40 GMT

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wow, this just makes me want to get back into programming and renegade all over again =D

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Mon, 23 Jun 2008 10:27:45 GMT

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Ghostshaw wrote on Mon, 23 June 2008 10:03 We could you just use fillers for the extra width.

Yeah, lets make a slightly annoying problem a REAL problem....

Edit:

Please keep in mind that more and modre people play on widescreen monitors. This because virtually all LCD's are widescreen. For this simple reason I would say imple,ent widescreen support, at the cost of a little more FOV. This would solve the extra place you have to hit someone/some tank with a widescreen, as it is now.

Subject: Re: Introducing Tiberian Technologies!

Posted by [trooprm02](#) on Mon, 23 Jun 2008 16:55:56 GMT

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Wow...ive got alot to say, but Ill make my own thread.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Ghostshaw](#) on Tue, 24 Jun 2008 07:47:45 GMT

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Alot of games use fillers, even renegade actually (on the 1280x1024 resolution there is a very small blackbar at the bottom).

Subject: Re: Introducing Tiberian Technologies!

Posted by [TagDaze](#) on Tue, 24 Jun 2008 08:31:29 GMT

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Saberhawk wrote on Mon, 23 June 2008 02:18Some people have been opposed to real widescreen support because it increases the horizontal FOV (and thus giving an unfair advantage to people with widescreen monitors)

This is filled with more bullshit than a rodeo corral after a chupacabra visit. Every modern game has widescreensupport. Shitty excuse. Three monitors is obviously pushing it, but widescreen is a must in a modern game.

Crimson wrote on Sat, 21 June 2008 20:37This group is dedicated to eradicate the heretics and restore Renegade to its former glory!

"Its former glory"? Renegade wasn't that glorious. The community made it better, but Renegade itself was about as glorious, shiny and polished as a spoon covered in semen.

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 09:32:30 GMT

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TagDaze wrote on Tue, 24 June 2008 10:31Saberhawk wrote on Mon, 23 June 2008 02:18Some people have been opposed to real widescreen support because it increases the horizontal FOV (and thus giving an unfair advantage to people with widescreen monitors)

This is filled with more bullshit than a rodeo corral after a chupacabra visit. Every modern game has widescreensupport. Shitty excuse. Three monitors is obviously pushing it, but widescreen is a must in a modern game.

I agree, and certainly a few degrees extra FOV doesn't matter that much. Or should we have everyone play in low detail too because it is otherwise unfair for those that can't run with everything on high?

No, we don't need to do that, so please fix widescreen support.

If you don't widescreen has the advantage of larger characters

Quote:

Crimson wrote on Sat, 21 June 2008 20:37This group is dedicated to eradicate the heretics and restore Renegade to its former glory!

"Its former glory"? Renegade wasn't that glorious. The community made it better, but Renegade itself was about as glorious, shiny and polished as a spoon covered in semen.

Well, admittedly, Renegade has it's fair share of bugs, but the (intended) gameplay is brilliant. I haven't seen any other game like it till today..

Subject: Re: Introducing Tiberian Technologies!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 24 Jun 2008 14:57:31 GMT

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Quote:

Well, admittedly, Renegade has it's fair share of bugs, but the (intended) gameplay is brilliant. I haven't seen any other game like it till today..

Yes very true.

Subject: Re: Introducing Tiberian Technologies!

Posted by [jonwil](#) on Tue, 24 Jun 2008 15:22:26 GMT

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In any case, fixing widescreen is hard because we would need to figure out all the camera math (and all the math related to the fact that you can have different camera profiles at different times. Oh and the code that draws the scopes (regular and scripts.dll custom scopes) would need adjusting too.

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 19:22:57 GMT

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jonwil wrote on Tue, 24 June 2008 17:22In any case, fixing widescreen is hard because we would need to figure out all the camera math (and all the math related to the fact that you can have different camera profiles at different times. Oh and the code that draws the scopes (regular and scripts.dll custom scopes) would need adjusting too.

Well, if you give as reason that it is too hard/takes too much time, than I wouldn't mind. If you say that it gives an advantage than I do mind, as there are more (allowed) things that also give an advantage.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Serenity](#) on Wed, 25 Jun 2008 14:54:02 GMT

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This is fantastic! The RenWarz Community will support this as well.

Subject: Re: Introducing Tiberian Technologies!
Posted by [RTsa](#) on Sat, 05 Jul 2008 07:41:08 GMT
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Support

Sounds really promising. I hope everything goes well.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Blazer](#) on Sun, 06 Jul 2008 13:23:50 GMT
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Are there *any* games that have widescreen support? I can't think of one that has a widescreen video option, although I have played several on a widescreen and it was fine after I got used to the weird aspect ratio.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ghostshaw](#) on Sun, 06 Jul 2008 13:43:14 GMT
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Call of duty 4 does I think.

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Sun, 06 Jul 2008 13:50:11 GMT
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Blazer wrote on Sun, 06 July 2008 15:23Are there *any* games that have widescreen support? I can't think of one that has a widescreen video option, although I have played several on a widescreen and it was fine after I got used to the weird aspect ratio.
Well, more recent games do have widescreen support most of the time, so I don't know which games you played, but

Subject: Re: Introducing Tiberian Technologies!
Posted by [Caveman](#) on Sun, 06 Jul 2008 14:29:45 GMT
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Crysis, TestDrive Unlimited, Splinter Cell Chaos theory, pretty sure farcry has it as well..Battlefield 2.. Need I carry on?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Poponfu](#) on Tue, 08 Jul 2008 22:45:52 GMT
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Support for using the left and right side buttons on mice with more than 3 buttons

YES !

Subject: Re: Introducing Tiberian Technologies!
Posted by [argathol3](#) on Tue, 22 Jul 2008 10:30:12 GMT
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this coming out this year or what.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Tue, 22 Jul 2008 11:47:28 GMT
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argathol3 wrote on Tue, 22 July 2008 12:30this coming out this year or what.
It'll come out when it's finished. I think that there's no need for any sarcasm.

Subject: Re: Introducing Tiberian Technologies!
Posted by [nope.avi](#) on Mon, 28 Jul 2008 03:43:11 GMT
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Can we get a ballpark?

Subject: Re: Introducing Tiberian Technologies!
Posted by [ErroR](#) on Tue, 29 Jul 2008 17:57:23 GMT
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Approximately how much time will it take to release a year ?

Subject: Re: Introducing Tiberian Technologies!
Posted by [w0dka](#) on Fri, 01 Aug 2008 17:32:40 GMT
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I fully support any work on renegade. Great game. Should last a couple of more years.

Subject: Re: Introducing Tiberian Technologies!
Posted by [SF1eagles](#) on Mon, 06 Oct 2008 19:44:03 GMT
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Sounds really good, good luck.

Subject: Re: Introducing Tiberian Technologies!
Posted by [UncleTogie](#) on Sun, 25 Jan 2009 05:13:21 GMT
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How we looking at the 7-month-mark?

We have QUITE a number of users that're goin' nuts over the state of RG at this point.

Even jus' a base summary would be nice if just to hearten the userbase.

Thanks!

Subject: Re: Introducing Tiberian Technologies!
Posted by [rrutk](#) on Mon, 23 Feb 2009 15:03:53 GMT
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well, from my point of view RG isnt the problem.

me and others feel more and more ren becoming a little bit boring because only this few original maps are played again and again. cannot see them anymore.

the automatically map downloader is really needed, so the big servers could add those beautiful but never played maps into theire map rotation.

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Mon, 23 Feb 2009 16:35:43 GMT
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First: as serverowner I would recommend AGAINST RG. It was useful at some point, but I would not use it anymore.

Second: The mapdownloader is a integrated part of the whole TT revamp, so we can't just release that early.

Subject: Re: Introducing Tiberian Technologies!

Posted by [a000clown](#) on Mon, 23 Feb 2009 20:01:44 GMT

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EvilWhiteDragon wrote on Mon, 23 February 2009 11:35The mapdownloader is a integrated part of the whole TT revamp, so we can't just release that early.

Not to mention it would require the player to download something extra, and at that point if they're smart enough to download the map-downloader they would/should be smart enough to download individual maps on their own... So that kinda defeats the purpose.

Subject: Re: Introducing Tiberian Technologies!

Posted by [rrutk](#) on Mon, 23 Feb 2009 21:06:22 GMT

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Clown wrote on Mon, 23 February 2009 14:01EvilWhiteDragon wrote on Mon, 23 February 2009 11:35The mapdownloader is a integrated part of the whole TT revamp, so we can't just release that early.

Not to mention it would require the player to download something extra, and at that point if they're smart enough to download the map-downloader they would/should be smart enough to download individual maps on their own... So that kinda defeats the purpose.

thats sadly true.

i dont asked them to release it seperately, I know its embedded in TT.

i just told, that this is one of the major goals to solve with tt.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Jerad2142](#) on Wed, 25 Feb 2009 15:41:47 GMT

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Caveman wrote on Sun, 06 July 2008 08:29Crysis, TestDrive Unlimited, Splinter Cell Chaos theory, pretty sure farcry has it as well..Battlefield 2.. Need I carry on?

I think they are talking about games that actually change the field of view for wide screen, and if thats what your talking about then Battlefield 2 is a very interesting point, as Battlefield 2142 doesn't have the option anymore...

Subject: Re: Introducing Tiberian Technologies!

Posted by [mutad3d](#) on Fri, 27 Feb 2009 17:47:58 GMT

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When there is a 2nd person in ur med tank ur turret gets all messed up if u aim at a certain point, will this get fixed as well?

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Fri, 27 Feb 2009 20:10:35 GMT
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Yep.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Caveman](#) on Sat, 07 Mar 2009 17:31:19 GMT
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Jerad Gray wrote on Wed, 25 February 2009 15:41Caveman wrote on Sun, 06 July 2008 08:29Crysis, TestDrive Unlimited, Splinter Cell Chaos theory, pretty sure farcry has it as well..Battlefield 2.. Need I carry on?

I think they are talking about games that actually change the field of view for wide screen, and if thats what your talking about then Battlefield 2 is a very interesting point, as Battlefield 2142 doesn't have the option anymore...

I dont know about BF 2142 as I have never played it but I know the BF2 has widescreen support.. Well it did when I last played it like a year ago.. I got tired of downloading 200MB patches so I stopped after the first 5 or something lol.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Jerad2142](#) on Sat, 28 Mar 2009 16:40:30 GMT
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Caveman wrote on Sat, 07 March 2009 10:31Jerad Gray wrote on Wed, 25 February 2009 15:41Caveman wrote on Sun, 06 July 2008 08:29Crysis, TestDrive Unlimited, Splinter Cell Chaos theory, pretty sure farcry has it as well..Battlefield 2.. Need I carry on?

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I dont know about BF 2142 as I have never played it but I know the BF2 has widescreen support.. Well it did when I last played it like a year ago.. I got tired of downloading 200MB patches so I stopped after the first 5 or something lol.

BF2142 only has had 3 patches so far, wish they'd do more though, the RDX glitch makes my hair fall out lol.

Subject: Re: Introducing Tiberian Technologies!
Posted by [LeminLyme](#) on Mon, 13 Apr 2009 07:31:47 GMT
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How about the glitch where someone gets in ur vech and it begins to lag and warp around for some unapparent reason (I don't think it's same as like 2 posts ago meaning) And lol, nearly a

year later, hope this is still going well. I have one question tho. If it's scripts 4.0 is it gonna have all the scripts before it? Aka, is this gonna change renegade's required comp specs? (Because i can play ren without the scripts but the whole bloom and other stuff that ups your graphics isn't compatible with my gfx card. So i crash with scripts, am fine without o_O') If your getting it to be like a official required patch i might recommend not to kill the original comp specs, you guys have a game in your hand as i see it. Although i hear the difference in appearance is amazing, and i wish i cud run scripts... Q_Q

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Mon, 13 Apr 2009 07:52:18 GMT
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SycoMoto wrote on Mon, 13 April 2009 09:31How about the glitch where someone gets in ur vech and it begins to lag and warp around for some unapparent reason (I don't think it's same as like 2 posts ago meaning)

Yes, this bug is solved in TT.

Scripts shouldn't pose a problem for older computers.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Mon, 13 Apr 2009 08:38:43 GMT
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As far as I know Shaders and stuff like that is going to be a separate download from Scripts 4.0.

Subject: Re: Introducing Tiberian Technologies!
Posted by [saberhawk](#) on Mon, 13 Apr 2009 08:52:47 GMT
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Lone0001 wrote on Mon, 13 April 2009 04:38As far as I know Shaders and stuff like that is going to be a separate download from Scripts 4.0.

shaders.dll and the Direct3D9 code is an integral part of scripts 4.0, it is not going to be a seperate download. *However*, the features that shaders.dll provides are well tested and cause no issues with older/slower hardware. In any case, they will be off by default.

Subject: Re: Introducing Tiberian Technologies!
Posted by [IAmFenix](#) on Mon, 13 Apr 2009 18:29:03 GMT
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If the anti-cheat messes with custom models...
I will be pissed.

Subject: Re: Introducing Tiberian Technologies!
Posted by [TruYuri](#) on Mon, 13 Apr 2009 19:07:46 GMT
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IAmFenix wrote on Mon, 13 April 2009 13:29If the anti-cheat messes with custom models...
I will be pissed.

Define "custom models", at least what you use.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Mon, 13 Apr 2009 19:37:10 GMT
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Saberhawk wrote on Mon, 13 April 2009 04:52Lone0001 wrote on Mon, 13 April 2009 04:38As far as I know Shaders and stuff like that is going to be a separate download from Scripts 4.0.

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Oh thought someone from the TT team said it was going to be, w/e.

Subject: Re: Introducing Tiberian Technologies!
Posted by [saberhawk](#) on Mon, 13 Apr 2009 19:58:55 GMT
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Lone0001 wrote on Mon, 13 April 2009 15:37Saberhawk wrote on Mon, 13 April 2009 04:52Lone0001 wrote on Mon, 13 April 2009 04:38As far as I know Shaders and stuff like that is going to be a separate download from Scripts 4.0.

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Oh thought someone from the TT team said it was going to be, w/e.

Yeah, the shaders themselves and any textures they use (aka the extra shiny effects) are going to be an optional download. However, the thing needed to actually run those effects won't be.

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Tue, 14 Apr 2009 07:50:16 GMT
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IAmFenix wrote on Mon, 13 April 2009 20:29If the anti-cheat messes with custom models...

I will be pissed.

Aww, poor little IAmFenix won't be able to use his custom Bighead anymore

Well, guys, seems clear to me that we should stop developing TT, cuz otherwise IAmFenix will be pissed

Subject: Re: Introducing Tiberian Technologies!

Posted by [slosha](#) on Tue, 14 Apr 2009 20:15:51 GMT

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built in cheat? omg i'm done for

no, all the features in this patch look pretty outstanding.. great job on getting this together!

Subject: Re: Introducing Tiberian Technologies!

Posted by [T0RN](#) on Fri, 24 Apr 2009 14:42:38 GMT

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EvilWhiteDragon wrote on Tue, 14 April 2009 03:50IAmFenix wrote on Mon, 13 April 2009 20:29If the anti-cheat messes with custom models...

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I'm glad the models will be blocked again like they were with rengaurd.

I'm tired of people running around with glowing c4,see through doors and pink panther characters, and not thinking it's a cheat or HUGE advantage

Subject: Re: Introducing Tiberian Technologies!

Posted by [ErroR](#) on Fri, 24 Apr 2009 17:11:02 GMT

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AlexJones wrote on Fri, 24 April 2009 17:42EvilWhiteDragon wrote on Tue, 14 April 2009

03:50IAmFenix wrote on Mon, 13 April 2009 20:29If the anti-cheat messes with custom models...

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or they just have hd weapons that have no wep collision are the same size. and some character changes

Subject: Re: Introducing Tiberian Technologies!
Posted by [Omar007](#) on Mon, 04 May 2009 16:22:03 GMT
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Just wondering if TT is making this new patch with Visual Studio 2008 or still with 2005??

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ghostshaw](#) on Mon, 04 May 2009 16:25:20 GMT
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We are using 2008.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Omar007](#) on Mon, 04 May 2009 17:06:11 GMT
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Than i also hop over to 2008. My new PC can surely handle it anyway

My old one forced me to use 2005 0.o

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ma1kel](#) on Mon, 18 May 2009 23:52:42 GMT
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will xwis push this TT patch out as a forced update?

Subject: Re: Introducing Tiberian Technologies!
Posted by [v00d00](#) on Tue, 26 May 2009 10:35:10 GMT
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Greets all =) Figured I'd pop in to say hi hehe

Subject: Re: Introducing Tiberian Technologies!
Posted by [a000clown](#) on Tue, 26 May 2009 13:34:25 GMT
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v00d00 wrote on Tue, 26 May 2009 06:35Greets all =) Figured I'd pop in to say hi hehe
Hi We've never talked but I know of the work you've done for the community, nice to see cool
people still hanging around

Subject: Re: Introducing Tiberian Technologies!
Posted by [Raptor29a](#) on Sun, 14 Jun 2009 15:41:27 GMT
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Hi I am new to the renegade forums, but longtime fan of it's mods Ironically.
Anyways I think that you TT guys are doing great thank you for all of your hard work... I can't
believe this is my first post, lol. I trust that you guys are working hard to bring us hours of
coolness.

I think xwis is cool with this whole thing, but I need empirical evidence... sorry.

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Sun, 14 Jun 2009 20:33:09 GMT
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Thanks for the kind words, and welcome to renforums.

Subject: Re: Introducing Tiberian Technologies!
Posted by [\[DW\]Granny](#) on Thu, 03 Sep 2009 18:54:54 GMT
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nice to see it being worked on when u think it be done =D
soon i hope well Good Job

No the anti-cheat... i got a possible problem

Skins/HUD Mods

- Blue Tiberium Skin
- Urban APC Skin
- Bio Snow GDI Vehs skin
- D6 HUD Mod
- Bio Doors
- Green Flamtank

Do you think its really like cheat or HUGE disadvantage Nice HUD =)

File Attachments

1) [SS22.png](#), downloaded 1299 times

Nuclear Strike Beacon deployed.
[lwd]Sargeman[nl]CPL: bb kurt
[lwd]Sargeman[nl]CPL killed Arej32
[lwd]Sargeman[nl]CPL killed Kurtison1
WNxAtlas killed grannyzx
shrf001 killed tomas_813893
Unit ready.
Warning - Nuclear Strike approaching.



Subject: Re: Introducing Tiberian Technologies!
Posted by [Nightma12](#) on Thu, 03 Sep 2009 20:10:31 GMT
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no thats fine.

Subject: Re: Introducing Tiberian Technologies!
Posted by [RTsa](#) on Fri, 04 Sep 2009 10:33:21 GMT
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IMO the map is a small advantage as with vanilla Ren you don't know exactly where a nuke would be, for example. (so it'll take you more time to go and defend it)

Subject: Re: Introducing Tiberian Technologies!
Posted by [C C_guy](#) on Sun, 27 Sep 2009 18:37:29 GMT
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T0RN wrote on Fri, 24 April 2009 09:42EvilWhiteDragon wrote on Tue, 14 April 2009 03:50IAmFenix wrote on Mon, 13 April 2009 20:29If the anti-cheat messes with custom models... I will be pissed.

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I'm glad the models will be blocked again like they were with rengaurd.
I'm tired of people running around with glowing c4, see through doors and pink panther characters, and not thinking it's a cheat or HUGE advantage

This i agree 100% with it needs to be stopped dead in its tracks! Fn cheaters that think there no advantage*sigh* ya right!.

If you got it and the other guy dont its a cheat or advantage no matter how you wanna look at it!

Subject: Re: Introducing Tiberian Technologies!
Posted by [Renardin6](#) on Sun, 18 Oct 2009 23:02:13 GMT
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1) Do you have a release date ? Or a "deadline" for a release ?

It could help me on a question I see often @ our forums:

<http://www.cncreborn.eu/forum3/viewtopic.php?f=4&t=3196&p=53064#p53064>

Thank you.

2) considering you have graphic changes (new shaders), did you ever thought about using improved models on Renegade? (like using models like Renegade X but on Renegade itself...)

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Mon, 19 Oct 2009 11:25:42 GMT

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Renardin6 wrote on Mon, 19 October 2009 01:021) Do you have a release date ? Or a "deadline" for a release ?

It could help me on a question I see often @ our forums:

<http://www.cncreborn.eu/forum3/viewtopic.php?f=4&t=3196&p=53064#p53064>

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2) considering you have graphic changes (new shaders), did you ever thought about using improved models on Renegade? (like using models like Renegade X but on Renegade itself...)

1) When it's done. Done will be when TT has all required scripts and features. It will be done as soon as possible. Since none of the coders can do this full time, soon can be pretty far away.

2) If you make more detailed models then we could perhaps implement them. Currently there is no one on the TT staff that would be able to do things like this.

Subject: Re: Introducing Tiberian Technologies!

Posted by [ErroR](#) on Mon, 19 Oct 2009 15:14:06 GMT

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EvilWhiteDragon wrote on Mon, 19 October 2009 14:25Renardin6 wrote on Mon, 19 October 2009 01:021) Do you have a release date ? Or a "deadline" for a release ?

It could help me on a question I see often @ our forums:

<http://www.cncreborn.eu/forum3/viewtopic.php?f=4&t=3196&p=53064#p53064>

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there are my hq weps thought

Subject: Re: Introducing Tiberian Technologies!
Posted by [SeriousCat](#) on Mon, 19 Oct 2009 21:46:52 GMT
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Quote:there are my hq weps thought
Without Shaders, hope we can get some nice Shaders for the Guns and other Stuff.

Subject: Re: Introducing Tiberian Technologies!
Posted by [ErroR](#) on Tue, 20 Oct 2009 10:07:23 GMT
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SeriousCat wrote on Tue, 20 October 2009 00:46Quote:there are my hq weps thought
Without Shaders, hope we can get some nice Shaders for the Guns and other Stuff.

if by shaders you mean, ridiculously ugly looking plastic wrapping, then no thanks

Subject: Re: Introducing Tiberian Technologies!
Posted by [Renardin6](#) on Wed, 21 Oct 2009 08:55:17 GMT
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EvilWhiteDragon wrote on Mon, 19 October 2009 06:25
2) If you make more detailed models then we could perhaps implement them. Currently there is no one on the TT staff that would be able to do things like this.

I think most of those are ready on a mod Called Renegade X. Maybe you should get in touch with them.

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Wed, 21 Oct 2009 15:27:00 GMT
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Those models where made for the UT3 engine, which is way more powerful than the Renegade engine, so those models will most likely not work.
If one proves they do work, we can consider it.

Subject: Re: Introducing Tiberian Technologies!
Posted by [CarrierII](#) on Wed, 21 Oct 2009 17:56:02 GMT
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I think the poly counts are definately overkill, sadly.

Subject: Re: Introducing Tiberian Technologies!
Posted by [C C_guy](#) on Mon, 09 Nov 2009 07:21:09 GMT
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Tiberian Technologies? lol come on you cant really be considering keeping this name for your team or corp or whatever..i mean it sounds real dumb, i am not trying to ba an ass here about this i am just saying is all, i mean it sounds so kiddish , or childish, well either way it sure dont sound very professional is all , as appose to say Black intel or your original blackhand studios nick ,those were much more professional looking and sounding, you kids sure about that name of (Tiberian Technologies)?, perhaps you might wanna reconsider maybe?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Mon, 09 Nov 2009 07:44:20 GMT
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Yeah, you could keep the abbreviation and change it to "Titan tits".

Subject: Re: Introducing Tiberian Technologies!
Posted by [RTsa](#) on Mon, 30 Nov 2009 14:12:11 GMT
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Yep. That'd be mature.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Tunaman](#) on Sun, 13 Dec 2009 18:58:38 GMT
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Any chance that you could fix glass shooting(or just generally shooting through things) and glitching c4? I'm not sure if its been looked into and this is the only topic that I know of to look for what TT is doing, so sorry if this has been answered before.

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Mon, 14 Dec 2009 13:20:41 GMT
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shooting through things is rather hard to fix I'm afraid. We did fix some things about C4 though; what exactly do you mean by "glitching C4"? If you mean that they become invisible if attached to a vehicle/soldier: that's fixed.

Subject: Re: Introducing Tiberian Technologies!

Posted by **Tunaman** on Mon, 14 Dec 2009 13:56:06 GMT

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<http://www.youtube.com/watch?v=bpTRqkXLhDk> is an example of a glitched c4.. sometimes you can get to a weird angle in first person and repair them but I didn't have any luck(I tried that before taking the video). Sorry for the poor video quality.

I'm not actually sure how to glitch them but I'm sure that someone here knows.. Its definately reproducible, but I think it might be something like glass shooting. =(

That's awesome about the disappearing c4 btw, does it fix it when c4s disappear after travelling a certain distance from their "origin" where they were first placed?

Subject: Re: Introducing Tiberian Technologies!

Posted by **StealthEye** on Mon, 14 Dec 2009 13:59:24 GMT

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It fixes exactly that.

That unreachable C4 issue is most likely indeed related to the glass shooting; I have looked into it in the past but have not been able to come up with a fix.

Subject: Re: Introducing Tiberian Technologies!

Posted by **HaTe** on Wed, 16 Dec 2009 02:43:11 GMT

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I've posted about the c4 glitch before, it is fairly easy to do. I was told the exact same thing, there is currently no fix for it. I am not going to post a video or anything showing me do it, as spreading it would really be worse. It looks like you only want it deleted for the best, so i will show you how to do it in game if you wish.

It also has to do with how high up the mct is on the building, as in some buildings it is higher up. The lower the mct, the easier it is to do the glitch. The agt is the easiest to do the glitch imo, as you can actually make the c4 disappear inside the mct, so that it is not even visible, yet it still does complete damage..

Subject: Re: Introducing Tiberian Technologies!

Posted by **EvilWhiteDragon** on Wed, 16 Dec 2009 09:50:19 GMT

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HaTe wrote on Wed, 16 December 2009 03:43I've posted about the c4 glitch before, it is fairly easy to do. I was told the exact same thing, there is currently no fix for it. I am not going to post a video or anything showing me do it, as spreading it would really be worse. It looks like you only want it deleted for the best, so i will show you how to do it in game if you wish.

It also has to do with how high up the mct is on the building, as in some buildings it is higher up. The lower the mct, the easier it is to do the glitch. The agt is the easiest to do the glitch imo, as

you can actually make the c4 disappear inside the mct, so that it is not even visible, yet it still does complete damage..

Read the post above yours. It's fixed in TT.

Subject: Re: Introducing Tiberian Technologies!

Posted by [StealthEye](#) on Wed, 16 Dec 2009 12:15:03 GMT

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No EWD, it is not. I have made a proof of concept glass shooting fix yesterday though, so if those are related, the C4 glitch is probably solved as well. Please note that the glass shooting fix is only a proof of concept so far; it is unlikely but possible that it introduces other problems rendering the whole fix useless, so I can't 100% guarantee that it is fixed now.

I would like to know how to reproduce C4 glitching, especially to test whether my glass shooting fix actually fixes it. Please contact me on MSN or IRC or something. (nick StealthEye at irc.blackintel.org or irc.n00bstories.com or MSN/ICQ/YIM/AIM contact details from my profile)

Subject: Re: Introducing Tiberian Technologies!

Posted by [HaTe](#) on Wed, 16 Dec 2009 23:56:49 GMT

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Will do, i'm not so sure it is a glass glitch though, as you can actually get it inside a building's wall also, it is harder, but just as possible.

I will make a download-able video, and pm it to you if you wish.

Edit: Pm sent, reply if you received in pm or here please.

Subject: Re: Introducing Tiberian Technologies!

Posted by [StealthEye](#) on Thu, 17 Dec 2009 11:07:51 GMT

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You can shoot through a building's walls as well though. But that no longer matters; with the help of HaTe and Tunaman I am pretty sure I have located the bug and can write a fix quite easily. The fix will need client side as well as server side changes so can not be made available separately from TT.

For those interested: it seems to be an issue similar to the "wall lag fix" distributed by BI quite some time ago: the C4 position is rounded when sent through the netcode and can therefore end up in a wall on the client. Like wall lag, the issue does not exist in a client-hosted game such as a 1 player nondedicated LAN game, because the netcode is not needed and positions are not rounded.

Subject: Re: Introducing Tiberian Technologies!
Posted by [HaTe](#) on Fri, 18 Dec 2009 20:56:18 GMT

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Good news man! Thanks for looking into it.

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Sat, 19 Dec 2009 14:20:05 GMT

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It's fixed.

Also, I will be on holidays for the next two weeks, so I will most likely not post here again before I am back. Have a good Christmas & new year everyone.

Subject: Re: Introducing Tiberian Technologies!
Posted by [HaTe](#) on Sun, 20 Dec 2009 15:15:42 GMT

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You too mate, and thanks.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Tunaman](#) on Sun, 20 Dec 2009 15:16:32 GMT

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Thanks for fixing that man, and have a merry christmas too. ^^

Subject: Re: Introducing Tiberian Technologies!
Posted by [Tiesto](#) on Tue, 11 May 2010 14:23:47 GMT

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Approaching two years...

Subject: Re: Introducing Tiberian Technologies!
Posted by [dead718](#) on Wed, 12 May 2010 14:14:10 GMT

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TT is a myth. It will never be released.

Subject: Re: Introducing Tiberian Technologies!
Posted by [0x90](#) on Wed, 12 May 2010 20:52:50 GMT
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dead718 wrote on Wed, 12 May 2010 16:14TT is a myth. It will never be released.

i'm actually pretty sure (+ i hope) it will be released. afaik there isn't that much left to do for a release (sk's loader?).

keep up the good work and protect renegade from dying! (just in case for the flameboys: i actually mean that, kthnxbye.)

regards,
0x90

Subject: Re: Introducing Tiberian Technologies!
Posted by [T0RN](#) on Wed, 12 May 2010 22:05:00 GMT
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I'll believe you if you don't make a cheat/bypass for this patch.

Subject: Re: Introducing Tiberian Technologies!
Posted by [0x90](#) on Wed, 12 May 2010 22:25:15 GMT
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T0RN wrote on Thu, 13 May 2010 00:05I'll believe you if you don't make a cheat/bypass for this patch.

i promised BHS (or more like blazer, crimson, mac, EWD and other ppl i had contact with, like and respect but just don't exactly remember) _years_ ago that i won't make another "renguard bypass" anymore. thus including bypasses to _any_ AC made by those people, not only "renguard" of course.

i think i'll still try to improve *cheat name removed*, so that it won't be detected by this new anticheat but a good AC will detect every cheat which is not patching/whatever the ac-routines. or put simply: "a cheat which promises not to mess with the ac, is always detectable"*

0x90

Subject: Re: Introducing Tiberian Technologies!
Posted by [HaTe](#) on Wed, 12 May 2010 22:49:41 GMT
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Retard. Edit out the cheat name, then quit life.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Hitman](#) on Wed, 12 May 2010 22:54:43 GMT
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why dont u get a real hobby?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Goztow](#) on Thu, 13 May 2010 09:56:44 GMT
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Hitman wrote on Thu, 13 May 2010 00:54why dont u get a real hobby?
Like chess.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ethenal](#) on Tue, 18 May 2010 20:36:01 GMT
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StealthEye wrote on Thu, 17 December 2009 05:07For those interested: it seems to be an issue similar to the "wall lag fix" distributed by BI quite some time ago: the C4 position is rounded when sent through the netcode and can therefore end up in a wall on the client. Like wall lag, the issue does not exist in a client-hosted game such as a 1 player nondedicated LAN game, because the netcode is not needed and positions are not rounded.

Obviously an older post, but if SEye doesn't see it, hopefully someone else knowledgeable will: is that particular issue the reason why bots move perfectly normal in singleplayer but move very erratically in a co-op or similar server?

Subject: Re: Introducing Tiberian Technologies!
Posted by [StealthEye](#) on Wed, 19 May 2010 15:59:50 GMT
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Could you show a video showing exactly what you mean? I would assume that if what you're describing is netcode related, it should also happen for human controlled characters, because I don't think there is a big difference in netcode. A video or something to show exactly what you mean may allow me to give a better guess as to what's causing it though.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ethenal](#) on Wed, 19 May 2010 16:33:59 GMT
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StealthEye wrote on Wed, 19 May 2010 10:59Could you show a video showing exactly what you mean? I would assume that if what you're describing is netcode related, it should also happen for human controlled characters, because I don't think there is a big difference in netcode. A video or

something to show exactly what you mean may allow me to give a better guess as to what's causing it though.

I searched on youtube for a while but couldn't really find anything that illustrates it that well. It's honestly pretty difficult to explain, but if you join a co-op server for even a minute you'll notice pretty quickly what I'm talking about.

Basically, player movement is smooth but movement for bots is very rough. They just kinda slide and "teleport" across the map when they move; it's as if the server sends only one "movement" instruction when the bot could have moved three separate times (as far as the engine goes). It's simply just not smooth at all.

Subject: Re: Introducing Tiberian Technologies!

Posted by [StealthEye](#) on Wed, 19 May 2010 16:38:14 GMT

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Possibly it assigns a lower priority to the bots and sends fewer updates; I don't think it's related to wall lag/position rounding.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Ethenal](#) on Wed, 19 May 2010 17:27:56 GMT

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StealthEye wrote on Wed, 19 May 2010 11:38Possibly it assigns a lower priority to the bots and sends fewer updates; I don't think it's related to wall lag/position rounding.

Yeah, it's probably more likely to be something like that.

Subject: Re: Introducing Tiberian Technologies!

Posted by [YazooGang](#) on Fri, 21 May 2010 19:08:23 GMT

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No one will play renegade. Even if you release the TT patch, it wont drag alot of people back.

Subject: Re: Introducing Tiberian Technologies!

Posted by [0x90](#) on Fri, 21 May 2010 21:12:27 GMT

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YazooGang wrote on Fri, 21 May 2010 21:08No one will play renegade. Even if you release the TT patch, it wont drag alot of people back.

yeah, fuck you too!

Subject: Re: Introducing Tiberian Technologies!
Posted by [raven](#) on Fri, 21 May 2010 21:14:09 GMT
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0x90 wrote on Fri, 21 May 2010 16:12YazooGang wrote on Fri, 21 May 2010 21:08No one will play renegade. Even if you release the TT patch, it wont drag alot of people back.

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yeah!

Subject: Re: Introducing Tiberian Technologies!
Posted by [CarrierII](#) on Fri, 21 May 2010 22:02:48 GMT
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Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!

Subject: Re: Introducing Tiberian Technologies!
Posted by [Clark Kent](#) on Fri, 21 May 2010 22:14:15 GMT
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CarrierII wrote on Fri, 21 May 2010 17:02Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!
Webcam forums where you record responses! I am trademarking that btw.

Subject: Re: Introducing Tiberian Technologies!
Posted by [0x90](#) on Sat, 22 May 2010 04:52:03 GMT
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CarrierII wrote on Sat, 22 May 2010 00:02Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!

actually more like the first thing...

but haters gonna hate anyways, huh?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Spoony](#) on Sat, 22 May 2010 09:44:28 GMT
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why don't you make a completely flawless anti-cheat to repair all the damage you've done? or aren't you good enough of a coder to do that?

if you aren't willing to undo the damage you've done then the majority will point out to you what a piece of shit you are.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Sladewill](#) on Sun, 23 May 2010 10:50:27 GMT
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Clark Kent wrote on Fri, 21 May 2010 17:14Carrierll wrote on Fri, 21 May 2010 17:02Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!
Webcam forums where you record responses! I am trademarking that btw.

Already done called VLOG

Subject: Re: Introducing Tiberian Technologies!
Posted by [Clark Kent](#) on Sun, 23 May 2010 16:55:11 GMT
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Sladewill wrote on Sun, 23 May 2010 05:50Clark Kent wrote on Fri, 21 May 2010 17:14Carrierll wrote on Fri, 21 May 2010 17:02Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

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Already done called VLOG
Shit, they stole my idea. I am gonna sue.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Lone0001](#) on Sun, 23 May 2010 19:33:21 GMT
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Clark Kent wrote on Sun, 23 May 2010 12:55Sladewill wrote on Sun, 23 May 2010 05:50Clark Kent wrote on Fri, 21 May 2010 17:14Carrierll wrote on Fri, 21 May 2010 17:02Is that a geniune sentiment, or simply noticing a chance to be amusing, 0x90?

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Webcam forums where you record responses! I am trademarking that btw.

Already done called VLOG
Shit, they stole my idea. I am gonna sue.

They could sue you tbh imo.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Raptor RSF](#) on Mon, 24 May 2010 01:55:39 GMT
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I want to keep the HQ weapons from Reborn mod in my data folder. And some other improved models. Same for the cool nuke and ion strike effects.

I blame the cheat makers!

Subject: Re: Introducing Tiberian Technologies!
Posted by [Sean](#) on Mon, 24 May 2010 06:35:46 GMT
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0x90 wrote on Fri, 21 May 2010 23:52Carrier11 wrote on Sat, 22 May 2010 00:02Is that a genuine sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!

actually more like the first thing...

but haters gonna hate anyways, huh?

Loving the fact that every time your on the forums, your using a different proxy.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Raptor RSF](#) on Mon, 24 May 2010 08:30:56 GMT
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Subject: Re: Introducing Tiberian Technologies!
Posted by [FlaminGunz](#) on Mon, 24 May 2010 11:06:11 GMT
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i think his talking about 0x90..

Subject: Re: Introducing Tiberian Technologies!
Posted by [Raptor RSF](#) on Mon, 24 May 2010 14:55:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

FlaminGunz wrote on Mon, 24 May 2010 06:06i think his talking about 0x90..

yep I made a mistake

Subject: Re: Introducing Tiberian Technologies!
Posted by [Tunaman](#) on Mon, 24 May 2010 23:38:47 GMT
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Is there like, a release date or anything planned for this? A time where its hoped to be released by?

Subject: Re: Introducing Tiberian Technologies!
Posted by [GEORGE ZIMMER](#) on Tue, 25 May 2010 00:15:01 GMT
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Tunaman wrote on Mon, 24 May 2010 18:38Is there like, a release date or anything planned for this? A time where its hoped to be released by?

July

2030

Subject: Re: Introducing Tiberian Technologies!
Posted by [Hypnos](#) on Tue, 25 May 2010 00:53:47 GMT
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Seems like an accurate release date to me

Subject: Re: Introducing Tiberian Technologies!
Posted by [Tunaman](#) on Tue, 25 May 2010 01:57:59 GMT
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alright cool!

brb 20 years

Subject: Re: Introducing Tiberian Technologies!
Posted by [Ethenal](#) on Sun, 30 May 2010 01:58:51 GMT
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Azazel wrote on Mon, 24 May 2010 01:350x90 wrote on Fri, 21 May 2010 23:52Carrierll wrote on Sat, 22 May 2010 00:02Is that a genuine sentiment, or simply noticing a chance to be amusing, 0x90?

Damn the internet not being face to face!

actually more like the first thing...

but haters gonna hate anyways, huh?

Loving the fact that every time your on the forums, your using a different proxy.
Duh, do you even know how many people would love to DDoS him?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Xylaquin](#) on Thu, 03 Jun 2010 08:28:34 GMT
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what is the progress of the patch anyway?

Subject: Re: Introducing Tiberian Technologies!
Posted by [Clark Kent](#) on Thu, 10 Jun 2010 20:01:54 GMT
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Xylaquin wrote on Thu, 03 June 2010 03:28what is the progress of the patch anyway?

As far as I understand it. The biggest part left undone is the launcher. Don't take that for a actual fact though, as I just read it that way.

Subject: Re: Introducing Tiberian Technologies!

Posted by [EvilWhiteDragon](#) on Fri, 11 Jun 2010 02:10:06 GMT

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Clark Kent wrote on Thu, 10 June 2010 22:01Xylaquin wrote on Thu, 03 June 2010 03:28what is the progress of the patch anyway?

As far as I understand it. The biggest part left undone is the launcher. Don't take that for a actual fact though, as I just read it that way.

That is correct, some features are waiting for the final launcher, which is afaik making good progress. Perhaps SirKane can give more information on this topic.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Tiesto](#) on Wed, 16 Jun 2010 11:38:46 GMT

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Is there anyone else who can do the launcher?

Subject: Re: Introducing Tiberian Technologies!

Posted by [Clark Kent](#) on Thu, 15 Jul 2010 06:06:05 GMT

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Tiesto wrote on Wed, 16 June 2010 06:38Is there anyone else who can do the launcher?

That question has been on a lot of people's minds now... lol.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Sean](#) on Thu, 15 Jul 2010 19:08:35 GMT

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Clark Kent wrote on Thu, 15 July 2010 01:06Tiesto wrote on Wed, 16 June 2010 06:38Is there anyone else who can do the launcher?

That question has been on a lot of people's minds now... lol.

Yeah.....

We've only been waiting around for one silly coder to complete this launcher for how long is it again?

I also find it sadening that TT-staff continually dodge the question:

'Can anyone else do it'

I'm pretty sure coders such as Hex, cAMpa, raven, wilo could have a good go at it.

Subject: Re: Introducing Tiberian Technologies!

Posted by [Clark Kent](#) on Fri, 16 Jul 2010 05:50:54 GMT

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Azazel wrote on Thu, 15 July 2010 14:08Clark Kent wrote on Thu, 15 July 2010 01:06Tiesto wrote on Wed, 16 June 2010 06:38Is there anyone else who can do the launcher?
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I also find it sadening that TT-staff continually dodge the question:

'Can anyone else do it'

I'm pretty sure coders such as Hex, cAMpa, raven, wilo could have a good go at it.

The only answer we get is "The TT team is doing this for free in their spare time... if they have any... people have real lifes... blah blah blag".

Don't get me wrong I completely understand they are doing this out of the kindness of their hearts, for the love of the game, or whatever else... but the game is dying more and more everyday, slowly but surely. The longer we wait for TT to try and "save" it the less of a chance it has, and the more pointless all of this has been.

I personally have given up hope on TT and Ren in general... And yes I know, I am but one person that doesn't count for all... but I know there are others that prolly think the same way.

Subject: Re: Introducing Tiberian Technologies!

Posted by [lion](#) on Fri, 16 Jul 2010 19:07:03 GMT

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I could not have said it any better...

Subject: Re: Introducing Tiberian Technologies!

Posted by [limewire3](#) on Sun, 12 Dec 2010 21:36:39 GMT

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wow hurry up already with the patch

Subject: Re: Introducing Tiberian Technologies!

Posted by [=SAP=Frank](#) on Sat, 05 Feb 2011 07:36:41 GMT

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limewire3 wrote on Mon, 13 December 2010 07:36wow hurry up already with the patch

wow soo much for july, i think i will start working on Renegade X now!

Subject: Re: Introducing Tiberian Technologies!

Posted by [Generalcamo](#) on Sat, 26 Feb 2011 16:44:07 GMT

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Canadacdn wrote on Sat, 21 June 2008 15:53I can't wait until 2011!

I can't believe he is right...

Subject: Re: Introducing Tiberian Technologies!

Posted by [limewire3](#) on Mon, 28 Feb 2011 22:54:13 GMT

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well maybe this july...

Subject: Re: Introducing Tiberian Technologies!

Posted by [Hitman](#) on Wed, 13 Jul 2011 14:40:19 GMT

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more than 3 years since this was announced and it supposedly had "alot of stuff done already"
LOL

maybe ask more people for their opinion on what other useless options should be added?

Subject: Re: Introducing Tiberian Technologies!

Posted by [T0RN](#) on Fri, 15 Jul 2011 12:42:52 GMT

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Yeah, I gave up hope for Renegade.

Probably never play it again.

By the time this patch comes out, there will be no one left.

Subject: Re: Introducing Tiberian Technologies!

Posted by [iRANian](#) on Fri, 15 Jul 2011 16:36:15 GMT

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runescape rules

Subject: Re: Introducing Tiberian Technologies!
Posted by [HaTe](#) on Fri, 15 Jul 2011 17:47:56 GMT

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If you haven't noticed, there has been quite a lot of people with scripts 4.0 currently playing Renegade. It's in beta testing, which means that progress is quite clearly being made. I don't have any information on a release date, but the bug and glitch testing has been a success to date.

Hang tight people

This quote may be from 3 years ago, but it still applies:

mac

There will be lots of public beta testing (several months with various beta builds). We have to get this patch in its final state as stable as humanly possible..

Subject: Re: Introducing Tiberian Technologies!
Posted by [Hitman](#) on Sat, 16 Jul 2011 02:01:11 GMT

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k sittin tight for another decade

Subject: Re: Introducing Tiberian Technologies!
Posted by [Gohax](#) on Sun, 17 Jul 2011 22:48:18 GMT

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Hitman wrote on Fri, 15 July 2011 19:01k sittin tight for another decade

LOOL. Everytime I see Hitman's name in the TT section, I can't help but to look. Always make's me laugh.

Though, Hate is right. They have started beta testing, but no telling whenever it's goin to be done. It's been a couple months now, I believe, since they started the clientside beta tests.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Hitman](#) on Sun, 17 Jul 2011 23:49:07 GMT

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perhaps when i retire in 40 years from now i'll get to enjoy this patch

Subject: Re: Introducing Tiberian Technologies!
Posted by [iRANian](#) on Mon, 18 Jul 2011 00:00:57 GMT

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should have page claimed with 11 years

Subject: Re: Introducing Tiberian Technologies!
Posted by [EvilWhiteDragon](#) on Tue, 19 Jul 2011 11:20:05 GMT

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OpTic wrote on Mon, 18 July 2011 00:48Hitman wrote on Fri, 15 July 2011 19:01k sittin tight for another decade

LOOL. Everytime I see Hitman's name in the TT section, I can't help but to look. Always make's me laugh.

Though, Hate is right. They have started beta testing, but no telling whenever it's goin to be done. It's been a couple months now, I believe, since they started the clientside beta tests. Technically we're also server beta testing afaik, so if it's done, it's really done.

Subject: Re: Introducing Tiberian Technologies!
Posted by [Hitman](#) on Tue, 19 Jul 2011 11:51:39 GMT

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and i was wondering why TT didnt release a 'approximate release date'

Subject: Re: Introducing Tiberian Technologies!
Posted by [Starbuzz](#) on Tue, 19 Jul 2011 16:46:45 GMT

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I have faith in TT just as I do for Reborn. Both will be completed and we will enjoy it in our lifetime.
