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Subject: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [EvilWhiteDragon](#) on Thu, 08 Sep 2011 13:03:00 GMT

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After more than 3.5 years of coding and organizing, today is finally the day on which we're proud to release the public beta version of the latest update for C&C Renegade. Most of you will probably have heard of the huge impact of this incredible patch, but for those who haven't: see below for more details.

It has been a long wait indeed, but by now going officially into open beta we're finally delivering on the promise we made in July 2008. We have kept you waiting for quite some time, but we are confident that the build we present today is stable and to our knowledge does not contain any significant bugs. Huge changes are incorporated in the patch, most notably the anti-cheat bits, the map downloader, the auto-updater, but also loads of bugfixes and other improvements, such as a fix for blue hell.

#### Patch Info

TT strives to bring Renegade up to the next level. The game we have played and loved for years is updated to include fixes for many nasty bugs, reduction of lag issues, and even enhanced gameplay with new features. Most outstanding features of this new patch are the resource manager, which allows to download maps when joining so that you can play custom maps without leaving the game, and the much improved anti-cheat mechanisms.

The patch contains the following highlights:

Built in anti cheat (replacing RenGuard, BIATCH and RR)

Automatic downloading of maps and other content

Auto-updater, so that you will always have the latest bugfixes and we can easily respond on cheaters

Better compatibility with programs such as VoiceOverlay for TeamSpeak

Countless engine bugfixes and performance enhancements

Most prominent bugfixes:

Blue hell fix!

Purchase terminals now work directly 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.

Points fix - fixes an error in the way points are calculated when damaging vehicles with green health.

The selection of where you spawn when you join the game/die/etc is now more random.

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 calculates damage points based on last occupant for a short interval.

#### Anti-cheat

The file-hash anti-cheat is a feature in scripts 4.0 that checks sensitive files on the client to make sure they have not been tampered with. When a client running 4.0 loads a file, it sends a secure hash to the server. If the file-hash anti-cheat has been enabled (by setting AntiCheatEnabled=true in server.ini), the server then checks it against its approved list. If it is not on the list, the server kicks the player with a message informing them which file caused the anti-cheat to reject them. Any files in the server data folder are considered "approved" as are files listed in anticheat.ini. This allows server owners to specifically allow certain skins or models, while automatically blocking all skins/models or objects that are unknown to the server.

Files that are checked by the anti-cheat, should they exist:

mix files (including always.dat, always.dbs and map mix files)

tt.ini

scopes.cfg

sniper scope textures (standard hud\_sniper texture and custom scope \*textures)

stealth\_effect texture

shader database (shaders.shd file)

custom shaders (source and binary)

w3d files

cameras.ini

surfaceeffects.ini

objects.ddb

Plus the following files on a per-map basis:

mapname.ddb

mapname.lsd

mapname.ldb

mapname.shd

#### Resource manager

TT-scripts have the ability to download new maps from a server's remote file repository. This could be a different server all together, as long as it offers downloads over HTTP. The idea behind this is that when a player is missing the map the server is running it will be automatically downloaded and installed on the client where after the client can immediately play the map, the game does not require a restart as it would before. This makes playing on fan maps much easier, as one does not have to manually download the map and restart the game to play on that

particular server.

The resource manager will make sure you'll have the required maps and possible other packages. It could include skins or different models or even soundpacks, at the server owner's discretion.

#### Downloads and more

You can download the patch at: <http://www.tiberiantechologies.org/downloads>

It contains the client and server files besides the sourcecode and some mod-tools. It also has some extra information about the files and where to look for documentation regarding the server, sourcecode and modtools.

#### Changelog since private beta

To give you a little insight in our coding kitchen, we included the lists of bugs that have been found and fixed during the private beta. The private beta started at early may 2011.

##### !lock'ing has bugs

3 New crates: UberWire, HumanSilo and AmmoRegen. SSGM Option CharactersDropDNA

4.0 triggers BIATCH network exploiting messages (need logs from server)

Add configurable option for DropWeapons allowed Pickup Time.

Add configurable option for vehicle Wreckages to have them selfdestruct after some time

Add the CnC Technology Center icon to installer. Suits Tiberian Technologies name.here

Added scripts for building reviving code which allows for dead buildings to be restored.

##### Restore\_Building

Added scripts for coop maps Intro, M01, Tutorial and Ship

Advanced Strings Editor crash when edit string under ENC

AGT No string when killing vehicles, Double logging in ssgm

As many custom scripts from 3.4.4 as possible ported to the new codebase

Bad Contact Normal error in Leveledit

Bansystem plugin that bans by serial hash

Beacon issues

Beacon Purchase/Placement Exploit/Glitch

Black textbox out of position

Broken vehicle lights

Bullet shell sounds when they fall on the ground

C4 in MCT

C4 land angled

Client chat log support. Press U for a Chathistory window ingame

Credits showing up in single player(FIXED) and an issue with the player list

Dialog box background glitches

Disable SBH picking up of dropped weapons

ExtraConsoleCommands plugin by reborn

Fix for kicking people for having certain mix files in data folder

Fix for shooting through the WF glass. Note that 4.0 is required, non 4.0 can still shoot through it.

Fix installer with regards to getting language from registry

Fix killmessages when AI units kill you (SSGM)

Fix maxhealth increase so it properly shows on healthbars

Fix no-gameplay-pending on Clients here  
Fix shooting bullets through players  
Fix the bug whereby if you're pressing against a wall or something, you don't lose ammo  
Fix the harvesting animation for the harvester  
Fix U Chat history key not auto scrolling down  
Fix weird targeting and graphical errors  
Fixup bugs in WWConfig utility  
Floating C4's bug  
Floating name tags  
Flying c4 on non-tt servers  
FPS drops in single player near a Nod SAM site  
gameDefinitions broken with custom packages  
Glacier Flying Repair Pad "repair arc" animation has issues  
Glitched sides of Hand slow down Infantry  
Going inside places you're not supposed to such as above WF construction bay  
Graphical glitches that Nirst0rm noticed  
Graphical issue with the SBH's Laser Rifle in first person mode  
Harvester under attack string isn't always displayed on non-TT servers  
Important cause of blue hell fixed (it can possibly still occur, but is much less likely, time will tell if it ever occurs again)  
Inability to walk through bushes 3rd person  
Incorrect Gametime on endgame screen  
Ion cannon strange graphics glitch  
Issue with anti-cheat not working  
Issue with unlimited ammo and bullets  
Joining with an invalid nickname to crash the server. Like really long nicknames.  
LAN Mode shows the current map as nextmap  
launcher error when launching via RenList etc  
Launcher RAM usage way too high, VFS error  
Launcher should not display UI when you load the launcher/game normally (including passing +connect to it)  
Lighttank graphical glitch when bought - linked to graphical issues  
Make ForceTeam mapspecific  
Map Downloader that downloads new maps on demand  
Messed up tree tiles  
Mines don't disappear when player leaves game  
Mute plugin by reborn  
New option "ShowExtraMessages" to display when players start repairing a building, disarm C4 and Beacons  
Not lagging screenshot code that saves directly in PNG format  
Obelisk "back-walking" still works  
Obelisk can't hit infantry on certain spots in Hourglass  
Obelisk ignoring MRLS at certain angle  
Obelisk is sometimes not dealing any damage while hitting a unit or vehicle  
Obelisk seems less accurate when firing at moving infantry  
On join radar does not work on pre 4.0  
PackageEditor that converts mixfiles into usable packages for the downloader  
Possible resource manager issues

Powerplants and double cost errors

Proper log file fixing. Various logging now takes place in the users Documents folder including screenshots

PT sound issues

PT-Outside does not work with certain weapons selected and is harder than on stock

Radio command emoticons fix

remaining resource manager edge cases and possible bugs

Remote screenshot command for server admins

Resource manager crash

Scoreboard bug showing 0 points for teams while there was scored

Seeing player names through walls

Server crashes

server crashes

Several Ammo Glitches

Several implementations of anticheat

Sound Aggregates crashes possibly

Spectate plugin by reborn

SSGM vehicle ownership system minor bugs

Start with loaded pistol on spawn

strings\_map.tdb support for custom maps with custom temped presets which allows for proper translation of those new presets

Support for more recent Operating Systems such as Windows Vista and Windows 7

Support most of the console commands from 3.4.4

Swap plugin to allow switching teams with another player, by reborn

Tank/harv ghost

Targeting through wall ability increased

The stealth effect is apparently applied to a Nuke Beacon's bounding box

Tiberiumdamage repairing bug causes shield to not be repaired

Turret lag fix

Unable to see player tags in certain situations (requires more testing)

Under attack messages act differently on the test server

Various crashes

Vehicle binding bug when stolen

Vehicle binding when you purchase a vehicle

Vehicle Wreckages and DropWeapons are not working properly

vehicle wreckages are harder to kill

wrong strings in kill messages

## Contributors

Tiberian Technologies would not have been possible without the help of some of the brightest minds in the Renegade community, including members of BlackIntel, Blackhand Studios, Black Cell, MP-Gaming 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	PR/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
reborn	UK	Coder	MP-gaming	Various SSGM plugins
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
zunnie	Netherlands	Coder	MP-Gaming	Co-op

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Goztow](#) on Thu, 08 Sep 2011 13:27:21 GMT

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A huge thanks to all who participated in building, organizing and testing for this patch! Now let's play Renegade .

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Thu, 08 Sep 2011 13:34:28 GMT

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Awesome!

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Thu, 08 Sep 2011 13:45:36 GMT

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aight, was about time but eitherway nice work, it better be as solid as it should be after this time

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sycar](#) on Thu, 08 Sep 2011 14:07:55 GMT

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Goztow wrote on Thu, 08 September 2011 14:27A huge thanks to all who participated in building, organizing and testing for this patch! Now let's play Renegade .

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gen\\_Blacky](#) on Thu, 08 Sep 2011 14:22:17 GMT

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Very Nice.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Thu, 08 Sep 2011 14:30:20 GMT

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my screen size changes ingame... about 4 centimeters dissapear on both sides when i use PT's and its also like that before i join a game

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Thu, 08 Sep 2011 14:41:39 GMT

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i'd post a picture but my new windows 7 doesnt let me screenshot/paste anything... real good update for my XP

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gen\\_Blacky](#) on Thu, 08 Sep 2011 14:57:37 GMT

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reny screen shots are saved at C:\Users\UserAccount\Documents\Renegade In xp its C:\Documents and Settings\UserAccount\Documents\Renegade

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [PGPG](#) on Thu, 08 Sep 2011 15:08:45 GMT

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Finally! I cant wait to test it . Thanks for your work TT.

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Prulez](#) on Thu, 08 Sep 2011 15:09:36 GMT

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I am unable to test it right now, but I wanted to thank everyone who was involved in this and was able to make this happen.

Hopefully this will introduce a new era for Renegade, but only time will tell.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Thu, 08 Sep 2011 15:13:30 GMT

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Hitman wrote on Thu, 08 September 2011 07:30my screen size changes ingame... about 4 centimeters dissappear on both sides when i use PT's and its also like that before i join a game  
Toggle Spoiler

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [danpaul88](#) on Thu, 08 Sep 2011 15:18:42 GMT

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Thats because the background image is a fixed aspect ratio. The original Renegade code just inflated the background image to fit the whole width, causing the top and bottom to overlap the edges of the screen so you couldn't see them. In TT it sizes it as large as possible without overlapping any edges, which can leave some gaps.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 08 Sep 2011 15:19:55 GMT

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What screen resolution are you running in?

I believe the extra junk at the side of the screen (where you can see the gameplay window) is a known issue that Saberhawk was planning to fix at some point.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Thu, 08 Sep 2011 15:22:31 GMT

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it was all fine in normal resolution, but i got a 22" screen so i put it on 1860x1050 then this shit came up

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Tunaman](#) on Thu, 08 Sep 2011 15:23:56 GMT

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just played a few minutes, first thing I noticed was that people's characters didn't lag all over the place, it was ridiculously easy to snipe when people aren't teleporting everywhere. and that was on a EU server.. that's awesome! I didn't realize that anything pertaining to that had been changed at all

I'm actually pretty excited about this.

edit: well lol, I'm more excited about the anti cheat than having people not lag all over the place..

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [PGPG](#) on Thu, 08 Sep 2011 15:30:22 GMT

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Ok it works fine, but is there going to be something like sdbedit?

And what I find the sweetest on TT are the new water shaders, but they aren't in the Beta already

.

But it's cool with the widescreen fix.

@ Hitman: same thing for me

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 08 Sep 2011 15:35:01 GMT

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You will have to talk to Saberhawk about the status of the custom shader stuff. I believe that (with the exception of the stealth shader APB is currently using) the shader stuff isn't fully functional at this time.

I do know the water shader stuff does not work.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [ehhh](#) on Thu, 08 Sep 2011 16:07:24 GMT

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Can I use this with rr?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 16:11:42 GMT

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It replaces RR, as far as I know.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Manuel857](#) on Thu, 08 Sep 2011 16:22:08 GMT

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awesome. Good work guys.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [EvilWhiteDragon](#) on Thu, 08 Sep 2011 16:30:07 GMT

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ehhh wrote on Thu, 08 September 2011 18:07Can I use this with rr?

You can install it over RR It contains almost all features of RR, except the RR serverbrowser. But that will not be a problem, as you can still use it, if you rename game.exe to game2.exe and the launcher.exe to game.exe.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [candc5297](#) on Thu, 08 Sep 2011 16:31:33 GMT

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Since I'm lazy, can somebody tell me if the invisible mobius in the single player got fixed?

Edit: sorting on player count will not sort on who's ingame but on how many are ingame  
Please please fix this!

Edit2: Are the fixes only working when the server has it running? I still had the pt bug

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sycar](#) on Thu, 08 Sep 2011 16:42:47 GMT

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I've got an issue with the client, where because in a different folder on my c:/ drive I have some modded map files (mainly .ldd's); The anticheat is kicking me because the server obviously doesn't have the right hash in it's ini file.

These files however are in a completely different directory and are not (as far as im aware) being loaded by renegade.

Suggestions?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [PGPG](#) on Thu, 08 Sep 2011 16:47:48 GMT  
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Do you have a lot of work to do for the final release if this is a beta?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [StealthEye](#) on Thu, 08 Sep 2011 16:55:04 GMT  
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renaming the game and launcher executables will not work. You can use the server browser, but you'll have to live with the warning message that appears when it opens the game, and you will have to check for updates manually.

I don't know about the invisible mobius.

Server list sorting is indeed weird, but you can sort by "icon" instead and get very similar behavior to what you want. If you want, you can mark your favorite server with the flags/"sort by clans" icon in the top left, after you did that, it will always appear on top. (We unfortunately never got around to making proper buttons for that.)

Depending on the nature of the bug, fixes may require 4.0 to be running on the server, client, or both. The PT problem requires the server to run it.

TT does not scan your hard drive, it only checks the files that are loaded by Renegade. So those files in another directory cannot be causing any problems. The problem you may be having is that the server is running modified versions of the maps. If you have control over the server, check whether it has the versions as hosted here: <http://ren.game-maps.net/tt/> Your client should have automatically updated the files with the correct versions from that location.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [thomasemperor](#) on Thu, 08 Sep 2011 17:16:47 GMT  
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Very good news!

Maybe a tip for the people who are going to install it, if you don't want to end up deleting and re-installing Renegade when you decide you don't want to run the TT beta patch anymore. Copy your entire Renegade folder and rename it to Renegade old or Renegade backup. Next run the patch on the original Renegade folder.

Now you have two folders, one with scripts 4.0 and one with the earlier scripts.

So when you want to play with the older scripts again, change the name of the Renegade folder with the beta scripts 4.0 to Renegade 40.

And rename the (backup) folder with the older scripts back to Renegade.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [woandre](#) on Thu, 08 Sep 2011 17:27:23 GMT

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Very nice This might change my opinion about scripts and make me download it  
But first I wait till ALL bugs are fixed, seeing people got problems with it already

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sla.ro\(master\)](#) on Thu, 08 Sep 2011 17:37:18 GMT

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nice done guys! i tested it on a server and is very fast

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Xpert](#) on Thu, 08 Sep 2011 18:10:36 GMT

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I don't know if this is still an issue, but I've been using 4.0 for about a month, and I notice I can see SBHs easier on maps like Under and Mesa. I see them kick up dirt better than I could before. Is this still a problem?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [fl00d3d](#) on Thu, 08 Sep 2011 18:17:23 GMT

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I applaud the efforts and patience of Tiberian Technologies over the last few years. Despite the traumatic effects cheating has had on this community it is my hope that this will breathe some life back into a classic game.

The automatic download of fan maps was a great decision and the application of a built-in anti-cheat may rebuild my confidence in the integrity of this game. I am always pleased to see the persistence of those opposed to cheating. Well done!

If there is anything you need, please do not hesitate to ask.

/r

PS> Any word from Electronic Arts on releasing this as an official patch?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [NACHO-ARG](#) on Thu, 08 Sep 2011 18:35:12 GMT

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ho hell yea guys, thanks a looooooooooooooooooooooot for this.  
i have a simple question, do i have to uninstall scripts 3.44 befor install TT?

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [sla.ro\(master\)](#) on Thu, 08 Sep 2011 18:56:43 GMT  
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NACHO-ARG wrote on Thu, 08 September 2011 21:35ho hell yea guys, thanks a  
looooooooooooooooooooooooooooooot for this.  
i have a simple question, do i have to uninstall scripts 3.44 befor install TT?

no, just install 4.0 and will work

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Sean](#) on Thu, 08 Sep 2011 19:15:43 GMT  
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Epic job guys.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [YazooGang](#) on Thu, 08 Sep 2011 20:25:28 GMT  
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Big thanks guys!

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Prulez](#) on Thu, 08 Sep 2011 20:45:00 GMT  
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Just wanted to ensure; is triggerbot blocked aswell, along with several programs such as CHET  
NAEM BLUCKED which try to inject in the process. Can these injections be blocked?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [grant89uk](#) on Thu, 08 Sep 2011 20:59:26 GMT  
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I cant connect to anything...just times out when it tries to get the server list

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Gohax](#) on Thu, 08 Sep 2011 21:03:37 GMT  
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Not sure if this is the place to post errors.. but:

Everytime I start TT, I get this error:

<http://imageshack.us/photo/my-images/708/52503915.png>

and

<http://imageshack.us/photo/my-images/708/52503915.png>

I check my ren folder, and both files are there :/

EDIT: I am using TFD.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [cmatt42](#) on Thu, 08 Sep 2011 21:08:12 GMT  
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You linked to the same picture twice. Try redownloading 4.0 and install it.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Gohax](#) on Thu, 08 Sep 2011 21:11:51 GMT  
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Basically, it says that bhs.dll was not found, but it was in my renegade folder. Secondly, after I click ok it says that there was an error in scripts.dll

I have reinstalled it many times, nothing changes.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [grant89uk](#) on Thu, 08 Sep 2011 21:16:33 GMT  
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Yea ive tried reinstalling twice and it still times out upon trying to retrieve the server list...

Thing is i cant launch renegade any other way now.

Anyone got any ideas lol?

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Thu, 08 Sep 2011 21:17:29 GMT

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grant89uk wrote on Thu, 08 September 2011 14:16Yea ive tried reinstalling twice and it still times out upon trying to retrieve the server list...

Thing is i cant launch renegade any other way now.

Anyone got any ideas lol?

I'm just going to do a fresh install of TFD. Install TT from that and see what happens.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [slayer21](#) on Thu, 08 Sep 2011 21:17:49 GMT

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woandre wrote on Thu, 08 September 2011 13:27Very nice This might change my opinion about scripts and make me download it

But first I wait till ALL bugs are fixed, seeing people got problems with it already

Odds are you're probably going to end up having to download it regardless when it's complete.

I'm having a couple of problems. First When click on UAC Launcher and Tiberian Technologies Launcher, it just shows that is downloading an update and update finish. Are those just for updates or are they supposed to start the game too?

The other problem I'm having is when i use game.exe is takes forever and a day for the game to load. And when I go to join a server it stops half for for a good 30 seconds and then lets me join. This is really irritating.

Lastly is RR going to be working with this? I don't like having to use a DC line or go through wol

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sla.ro\(master\)](#) on Thu, 08 Sep 2011 21:23:19 GMT

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---

do not use RR with TT.

try use something alternative, example: gamespy or something similar, or why not WOL (i don't like it too)

edit: RR uses direct connect..

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [cmatt42](#) on Thu, 08 Sep 2011 21:33:58 GMT

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---

OpTic wrote on Thu, 08 September 2011 14:11

I have reinstalled it many times, nothing changes.

Yeah, but did you redownload the entire installer? It could have been corrupt.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Thu, 08 Sep 2011 21:35:26 GMT

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---

Completely fresh install of Ren (TFD) installed TT patch and it still crashes on startup :/

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Tupolev TU-95 Bear](#) on Thu, 08 Sep 2011 21:39:01 GMT

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---

I have an error, whenever I click on the TT launcher, it said renegade failed to start. If I click on renegade itself. It said renegade did not start via the launcher.

Any help?

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Thu, 08 Sep 2011 21:39:52 GMT

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---

Tupolev TU-95 Bear wrote on Thu, 08 September 2011 14:39 I have an error, whenever I click on the TT launcher, it said renegade failed to start. If I click on renegade itself. It said renegade did not start via the launcher.

Any help?

Basically what I'm getting.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sla.ro\(master\)](#) on Thu, 08 Sep 2011 21:45:45 GMT

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---

guys, try following

1. disable User Account Control (see on google how to disable it) - only Windows Vista/7

---

2. try reinstalling renegade on a empty folder (new install) and with latest ren patch, after that apply 4.0 patch.

3. try get Windows Updates (on vista/7 are some issues, those updates will fix them)

4. if those not work, then try install this

5. if still not work then idk, try report it.

note: do not use RR, because TT not working with RR.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [grant89uk](#) on Thu, 08 Sep 2011 22:01:47 GMT

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---

Ive went back to my older installation until all bugs are ironed out.

General feel wasnt too great though...tried to play on jelly marathon for a few minutes and whilst I appeared to hit a few people the shots didnt register and then i would still be lag killed.

Not good

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Manuel857](#) on Thu, 08 Sep 2011 22:04:52 GMT

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---

You can use RR as a launcher.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 22:09:59 GMT

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---

grant89uk wrote on Thu, 08 September 2011 18:01Ive went back to my older installation until all bugs are ironed out.

General feel wasnt too great though...tried to play on jelly marathon for a few minutes and whilst I appeared to hit a few people the shots didnt register and then i would still be lag killed.

Not good

You must be the only person who has this issue. Try reporting it in-depth so it can be fixed.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Tupolev TU-95 Bear](#) on Thu, 08 Sep 2011 22:14:19 GMT  
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---

My renegade seems to have a runtime error for some reason..  
Followed by an internal error so it cant run properly

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [slayer21](#) on Thu, 08 Sep 2011 22:31:09 GMT  
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---

I tried re-installing ren and applied the patch. The game still takes effin forever to load.

edit: the TT Launcher now works for me ever since I re-installed, doesn't just say updating. I didn't have this long of loading time before 4.0. I have a decent machine.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Aircraftkiller](#) on Thu, 08 Sep 2011 22:50:23 GMT  
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---

It takes three seconds to load on my machine from 2007.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [STEREODOG](#) on Thu, 08 Sep 2011 22:54:18 GMT  
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---

I installed tt on 4 computers with xp, vista 64 bit and win7 64 bit and have had no issues with any of them. It installed over the 3.44 scripts and RR without any problems. I am using the original Renegade game with core patch 1 and 2.

Only thing I would like to see is the RR launcher instead of xwis but not a big deal.  
Great job guys and gal. Now make this thing mandatory.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [StealthEye](#) on Thu, 08 Sep 2011 23:00:18 GMT  
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---

slayer21 wrote on Fri, 09 September 2011 00:31I tried re-installing ren and applied the patch. The game still takes effin forever to load.

edit: the TT Launcher now works for me ever since I re-installed, doesn't just say updating. I didn't have this long of loading time before 4.0. I have a decent machine.

---

By "the game", do you mean that it takes ages to load before you can access the main menu, or when you are joining a game? Loading the first game you join may take longer than before, because it is preloading stuff so that lag later on can be avoided. Any next map you load should be pretty fast though. Note that previous versions of scripts.dll loaded faster because they did not do all preloading, which indeed caused lag.

The issue where it reports than bhs.dll could not be found indicates that the scripts.dll file (and possibly others) are not the files that were distributed with TT. bhs.dll no longer exists, and was replaced by several other files. Is it possible that the installer failed to overwrite these files, because for example the game was running when you installed it? Can you try to restart the game and reinstall TT to see if that fixes it?

To Tupolev TU-95 Bear, and OpTic: can you please contact me via IM? You can contact me on IRC on irc.n00bstories.com or irc.blackintel.org in channel #blackintel, or on some other IM network (details are in my forum profile). That may make it much faster and easier for me to see what's going on and to fix any bugs that are causing the problems you're facing.

As for RR and TT, as I mentioned in my previous post, you can use the RR launcher, but you will see a warning message when you start the game. You can ignore this. We will try to find a better solution for this in the next release.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [a000clown](#) on Thu, 08 Sep 2011 23:37:06 GMT  
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Congratz on the public release! ...time to go install Renegade again...

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Tupolev TU-95 Bear](#) on Thu, 08 Sep 2011 23:44:00 GMT  
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@Stealtheye  
I'll add you on MSN. However I cant talk to you now. Ill do it tomorrow.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [NACHO-ARG](#) on Thu, 08 Sep 2011 23:52:37 GMT  
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i ppl there is any way to run TT among whit models replacement? i know that my opinion is not relevant but if i cant use them, i am afraid i will keep using 3.44, so hope this wont be forced upon players or most probably i will stop playing ren , i know some models can give you advantages over otters, but that kind of stuf are easy detected actually i belive, though i have no problem whit the disabled BB, but i am sure i am not the onlyone that loves to customize his ren, and prevent

player of use some of his weapons/chars models can probably harm the game instead of improve it, but again it is just my silly opinion.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Thu, 08 Sep 2011 23:54:54 GMT

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StealthEye wrote on Thu, 08 September 2011 16:00slayer21 wrote on Fri, 09 September 2011 00:31I tried re-installing ren and applied the patch. The game still takes effin forever to load.

edit: the TT Launcher now works for me ever since I re-installed, doesn't just say updating. I didn't have this long of loading time before 4.0. I have a decent machine.

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To Tupolev TU-95 Bear, and OpTic: can you please contact me via IM? You can contact me on IRC on irc.n00bstories.com or irc.blackintel.org in channel #blackintel, or on some other IM network (details are in my forum profile). That may make it much faster and easier for me to see what's going on and to fix any bugs that are causing the problems you're facing.

As for RR and TT, as I mentioned in my previous post, you can use the RR launcher, but you will see a warning message when you start the game. You can ignore this. We will try to find a better solution for this in the next release.

Will get on IRC now and see if we can get this fixed.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [slayer21](#) on Fri, 09 Sep 2011 00:43:14 GMT

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StealthEye wrote on Thu, 08 September 2011 19:00slayer21 wrote on Fri, 09 September 2011 00:31I tried re-installing ren and applied the patch. The game still takes effin forever to load.

edit: the TT Launcher now works for me ever since I re-installed, doesn't just say updating. I didn't

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By "the game", do you mean that it takes ages to load before you can access the main menu, or when you are joining a game? Loading the first game you join may take longer than before, because it is preloading stuff so that lag later on can be avoided. Any next map you load should be pretty fast though. Note that previous versions of scripts.dll loaded faster because they did not do all preloading, which indeed caused lag.

The issue where it reports than bhs.dll could not be found indicates that the scripts.dll file (and possibly others) are not the files that were distributed with TT. bhs.dll no longer exists, and was replaced by several other files. Is it possible that the installer failed to overwrite these files, because for example the game was running when you installed it? Can you try to restart the game and reinstall TT to see if that fixes it?

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As for RR and TT, as I mentioned in my previous post, you can use the RR launcher, but you will see a warning message when you start the game. You can ignore this. We will try to find a better solution for this in the next release.

Both the main menu and joining a server. Even when I do direct connect the screen stays black for a few moments with the busy signal on my cursor. My buddies say they are getting ingame lickity split. And no the game wasn't running, everything copied over correctly as far as I know. I just re-installed the script but nothing has changed.

As for RR and TT, I just heard about RenList. Works just as well as RR so I'm good. the WOL list on RenList is fooked cuz it says my serial is invalid >.> but the gamespy list is just fine.

edit:

I timed it out, it stayed black screen for a good 20 seconds when i load renegade to get to the main menu, and then a good 15 seconds on the loading screen to get ingame. I remember it take twice as long before though.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Mauler](#) on Fri, 09 Sep 2011 01:19:24 GMT

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---

Thanks to all members of TT, Hoping for increased player base with this release. Cheers!

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [StealthEye](#) on Fri, 09 Sep 2011 02:14:39 GMT

OpTic's problem is fixed. The problem was that commands.txt (and other files) were marked hidden, so that the game could not write to them. I have no idea how that happened, but it's unlikely that anyone else will experience it.

slayer21, I'll add you on MSN. Maybe we can solve the problem that way.

NACHO-ARG, any model changes on your client will have to be validated by the server owner, that's the only way to prevent cheats with modified models. You will have to ask the owners of the server(s) you play on to validate your model and add it to the anti-cheat whitelist. It's somewhat inconvenient indeed, but it's the only way to make it secure.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Fri, 09 Sep 2011 02:33:48 GMT

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StealthEye wrote on Thu, 08 September 2011 19:14OpTic's problem is fixed. The problem was that commands.txt (and other files) were marked hidden, so that the game could not write to them. I have no idea how that happened, but it's unlikely that anyone else will experience it.

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Thanks a lot Stealtheye. Really appreciate man. And, wierd how something so simple causes a problem that big -\_-

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [slayer21](#) on Fri, 09 Sep 2011 03:21:45 GMT

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---

StealthEye wrote on Thu, 08 September 2011 22:14

slayer21, I'll add you on MSN. Maybe we can solve the problem that way.

Thanks for the offer. I'm going out of town for a week tomorrow morning, I'll hit ya up when I get back.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [candc5297](#) on Fri, 09 Sep 2011 04:26:14 GMT

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The server lists shows all servers with a ping somewhere between 200-2000 although this is false info

I will do a lets play of renegade single player in the future so I really hope I can get past the invisible mobius for that

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Goonhaven](#) on Fri, 09 Sep 2011 04:28:37 GMT

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I was playing on C&C\_Fjord.mix in St0rm and the game crashed with this message:

-----  
Something bad happened. Press Ctrl-C on this message and paste it in the forums. {11, 1}  
[26.415880, 266.142761, 1.086971] <-0.231041, 0.671641 0.665647, -0.228979>  
-----

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [crazfulla](#) on Fri, 09 Sep 2011 06:33:12 GMT

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Finally! Now we anxiously await the new CNC Reborn release.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Goztow](#) on Fri, 09 Sep 2011 06:53:57 GMT

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I would like to encourage everyone who meets bugs to create a topic for it. It will make things much easier to follow up than when everyone posts their bug reports in here. Always try to add as much info as possible regarding the bug, if possible with screenshots and a way to replicate the bug. Thanks.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [NACHO-ARG](#) on Fri, 09 Sep 2011 07:33:05 GMT

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StealthEye wrote on Thu, 08 September 2011 19:14

NACHO-ARG, any model changes on your client will have to be validated by the server owner, that's the only way to prevent cheats with modified models. You will have to ask the owners of the

---

server(s) you play on to validate your model and add it to the anti-cheat whitelist. It's somewhat inconvenient indeed, but it's the only way to make it secure.

thanks for sowing some interest in my concerns , but the game will run original models even in single player, and besides, most servers are not running TT yet, am i right? so i thought this may be unable in the client, and not a conflict with the server file database, just wanted to know about this, cause ren is the only game i care about and i wouldn't like to stop playing because i can't use the things i like and i have never cheated and never been banned, besides biatch/whatever can detect big heads and stuff like that, without preventing you of using normal size models, so felt kind of disappointed when i tested the patch, sorry for the negativity, i don't want to be an ass, i do respect a lot the work you all have done with this, i just don't want to see my gameplay experience affected for this issue, hope this can be fixed or at least that i could keep running 3.44 in the future without being forced to run TT.

anyway again, thanks for your response.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Fri, 09 Sep 2011 08:18:47 GMT

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---

The file-based cheat detection is done by the server. If the server does not have the file on its "approved" list, the server will reject the player.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Reaver11](#) on Fri, 09 Sep 2011 08:24:05 GMT

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---

Great job on releasing this beta!  
I hope it will give Renegade what it needs

In terms of custom models I thought you guys were adding a setting for server owners in terms of custommodels=no and then it would only load w3d-data from the always.dat (kinda like a semi-pureserver?)

Or like allow certain weaponmodels / skins (c4skin=no etc)

Now I won't be drastic and say I won't play ren anymore but going to server owners and ask if they allow a customweaponmodel isn't gonna work.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Goztow](#) on Fri, 09 Sep 2011 09:13:01 GMT

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Of course that will work. It just depends on the server owner.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Fri, 09 Sep 2011 10:19:35 GMT

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I have a possible idea but I dont want to talk about it publicly until I talk to the guys about it.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Wyld1USA](#) on Fri, 09 Sep 2011 12:47:02 GMT

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---

I would have thought 4.0 would detect and remove any files that are associated with known cheats ONLY. After all we know the files. Then any updates would be on the new cheats that come out. Seems simple enough to me. Why take this further and dis-allow skins etc. that communities have placed publicly for download? There goes our freedom of choice to join any server because one owner won't allow something another will.

I thought this was going to address cheaters, not clean players.

Owners should have met with TT and given them all the files in their respective DL sections and already made those approved.

Regards,

Wyld

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 09 Sep 2011 13:07:19 GMT

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---

One community might disallow a file that another community allows. A server owner can manually add files to their approved list with achash.exe and anticheat.ini. Using a white list is needed because it's easy to perform some minor changes on .w3d model hacks so their hash is different, this would allow them to circumvent the anticheat for that particular file they edited.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Starbuzz](#) on Fri, 09 Sep 2011 13:12:11 GMT

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Excellent work all! Had a few games now...I love the fix for widescreen! Very smooth gameplay all around.

One thing to note; the beacon laying sound didn't play when I nuked a Ref on Complex a few mins ago. Spooky, can you confirm if you (as a Patch) heard the nuke laying sound? I don't think we heard it.

Can this be fixed? The beacon sound should play each time imo or there's a few secs advantage.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Hitman](#) on Fri, 09 Sep 2011 13:12:35 GMT

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just allow clearscope and a custom reticle, all u really need

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [StealthEye](#) on Fri, 09 Sep 2011 13:53:17 GMT

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NACHO-ARG, I don't know why it would show the original models in single player. The anti-cheat is not active in that case. TT will also not block any changes, it will prevent you from joining the server instead, showing the file that is not allowed. Again, you will have to talk to the server owner to get your models approved; there is no other way to block model cheats unfortunately. Bighead is only partially blocked by BIATCH, it is still possible to fool it by making models specifically designed to work with BIATCH. I realize it is inconvenient, and we are working on a way to make it less inconvenient by allowing server owners to easily share the set of allowed files.

Reaver11, indeed, that was the original intent. Unfortunately it did not make it for the beta though. Hopefully we can still implement something like that during the beta period.

Wyld1USA, blacklisting would not work, because people can easily adapt files to have a different hash even without making any changes to the model. Server owners also do not always agree on the files that are approved. We will try to make some set of "generally approved" files though.

Thanks for reporting that bug Starbuzz.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 14:04:13 GMT

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---

What's up with not being able to reload guns that have full or over full clips?

In addition, thanks for (intentionally or not) fixing both the NVidia texture flicker and primitives guys, told jonwil and saberhawk 6 months or so ago but I figure more people worked on it then that probably.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 09 Sep 2011 14:35:43 GMT

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Clear scope is a cheat and pretty much every custom reticle is dozen times better than the stock one, the stock reticle is pretty much the worst design you can have for a reticle.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 14:58:33 GMT

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---

iRANian wrote on Fri, 09 September 2011 08:35 Clear scope is a cheat and pretty much every custom reticle is dozen times better than the stock one, the stock reticle is pretty much the worst design you can have for a reticle.

I do not know about that, I find some of those cross reticles obstruct your view when trying to shoot small targets.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 09 Sep 2011 15:21:43 GMT

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The biggest issue is the outer circle on the reticle, it's useless. Did you ever try a Quake 1/Counter-Strike-style reticle or one that's a small dot? The APB reticle for example makes it a lot easier to shoot targets in the distance.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Mikeybalz](#) on Fri, 09 Sep 2011 15:33:47 GMT

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Nice work.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Jerad2142](#) on Fri, 09 Sep 2011 15:36:48 GMT

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---

iRANian wrote on Fri, 09 September 2011 09:21 The biggest issue is the outer circle on the reticle, it's useless. Did you ever try a Quake 1/Counter-Strike-style reticle or one that's a small dot? The APB reticle for example makes it a lot easier to shoot targets in the distance. It's not useless, outer circle shows where the center of your screen is, dot shows what mesh you're going to hit, so if there is a tree blocking your shot in third person it lines on that tree instead of the center of the screen.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 09 Sep 2011 16:00:29 GMT

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Yeah, the issue with that compared to something like the APB reticle is that the circle is so large you still have trouble with getting the exact middle of the screen, it's annoying when you have to shoot up sloped terrain, for example shooting the hill from Nod's base entrance. With APB's reticle it's easier to see if you're hitting the edge of hill or the enemy unit on it. It's worse with vsync on as it makes the reticle update slowly.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Creed3020](#) on Fri, 09 Sep 2011 16:15:24 GMT

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I can't wait to try this out over the weekend!

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Manuel857](#) on Fri, 09 Sep 2011 18:52:45 GMT

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i think when i used RR it had better graphics then using 4.0 beta.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [EvilWhiteDragon](#) on Fri, 09 Sep 2011 18:58:57 GMT

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Then use WWconfig to make sure your graphicsettings are the same, as RR doesn't change the GFX as far as I know.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 09 Sep 2011 23:10:46 GMT

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This topic needs more views.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Nurple](#) on Sat, 10 Sep 2011 01:29:49 GMT

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is it possible to turn off the widescreen fix i dont like the way it looks now  
and all the players are twitching all over the place

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Gohax](#) on Sat, 10 Sep 2011 07:23:57 GMT

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---

Nurple wrote on Fri, 09 September 2011 18:29 is it possible to turn off the widescreen fix i dont like  
the way it looks now  
and all the players are twitching all over the place

Yeah, it's happening to me too ./ The only server they aren't twitching on (as I have noticed so far)  
are servers that are running 4.0. I think any server not running 4.0, the characters  
glitch/twitch/whatever you want to call it.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Sat, 10 Sep 2011 10:27:35 GMT

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---

Glitching/twitching?

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Nurple](#) on Sat, 10 Sep 2011 10:42:16 GMT

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all the characters look like they are having siezures hard to explain

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Sat, 10 Sep 2011 10:46:04 GMT

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What server is that on?

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Dentes](#) on Sat, 10 Sep 2011 11:34:17 GMT

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Jerad Gray wrote on Fri, 09 September 2011 14:04What's up with not being able to reload guns that have full or over full clips?

That is lame.

And I've Noticed that when I've installed the patch it removed all sounds & animations.

Sounds that were included in CP1&2 like "I got a present for ya" when you deploy a remote c4 and the same thing with timed c4.

And the only animation that was removed was the obelisk effects example in the attachment.

Its not the end of the world without those things but its kinda strange

T.T beta patch was great but it still have some things to fix, e.g wide screen and other things etc..

---

### File Attachments

1) [ScreenShot55.png](#), downloaded 303 times



Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Nurple](#) on Sat, 10 Sep 2011 11:48:58 GMT

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atomix

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [iRANian](#) on Sat, 10 Sep 2011 12:21:12 GMT

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---

Probably has something to do with RR server's terrible netcode.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [teardrinker](#) on Sat, 10 Sep 2011 15:22:56 GMT

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---

I just wanted to thank everyone involved in making this patch, I appreciate your time and effort. The major additions such as the map downloader, the anti-cheat, and so on are just awesome with seamless implementation.

Got a few major issues, but with any luck they will be addressed in the future if this thing takes.

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [StealthEye](#) on Sat, 10 Sep 2011 19:57:12 GMT

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Can you make a video of that glitching/twitching?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Gen\\_Blacky](#) on Tue, 13 Sep 2011 05:15:30 GMT

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---

I love how everyone sucks now it's great.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [Gohax](#) on Tue, 13 Sep 2011 05:37:26 GMT

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---

Gen\_Blacky wrote on Mon, 12 September 2011 22:15 I love how everyone sucks now it's great.

I've noticed quite a few. And the other ones that I've been waiting to see haven't even been on since the release

---

@Stealthye, if nobody has done it by tomorrow, I'll give it a go and upload the video.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Tue, 13 Sep 2011 07:22:23 GMT

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---

Yeah, it's pretty cool now. Was getting MVP on Gobi with a bunch of st0rm regulars on a few days ago while I was laying in my chair with my legs on the desk. Haven't been auto-machine gunned down yet either on st0rm's 4.0 server.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Wed, 14 Sep 2011 14:44:05 GMT

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---

Tupolev TU-95 Bear wrote on Thu, 08 September 2011 14:39I have an error, whenever I click on the TT launcher, it said renegade failed to start. If I click on renegade itself. It said renegade did not start via the launcher.

Any help?

Same bug here: "Failed to start Renegade", if I click the launcher?!

Tried TT over new plain installation of C&C The First Decade, only Ren installed.

Installed 1.037 Patch before, just to make make sure.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Starbuzz](#) on Wed, 14 Sep 2011 14:51:47 GMT

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---

It happened for me too but I did "Run as administrator" and it worked. I have Vista.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Wed, 14 Sep 2011 14:56:10 GMT

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---

OK, works in admin mode.

---

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [JohnDoe](#) on Wed, 14 Sep 2011 17:11:49 GMT

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---

good job removing some of this game's terrible flaws, shame renegade is unplayable in crossover...i should really install windows once i'm done with college

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 15 Sep 2011 07:10:57 GMT

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---

Why does it not work under crossover? What happens if you run it?

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [JohnDoe](#) on Thu, 15 Sep 2011 07:57:24 GMT

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---

it installs and runs perfectly. the problem is that it doesn't recognize my keyboard in the options menu, so i can't reassign any keys apart from mouse buttons.

i just thought of manually changing that shit in strings.tdb or whatever it's called. shouldn't have deleted the bottle straight away, i'll report back later.

oh and another question. i tried logging in wol and got a "your pw isn't safe enough ;>" message. does this mean my accounts have been deleted? what can i do to get them back?

e: for some reason i could reassign keys this time. it says my WOL version is incompatible if i launch through ttlauncher, but i was able to join WOL the old way. will i be able to connect to servers once they start running 4.0? oh yeah, nicknames were deleted, but nobody took them.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 15 Sep 2011 09:21:55 GMT

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---

Have you considered submitting a bug report to the Crossover people regarding the issues?

---

Subject: Can't see servers?

Posted by [rrutk](#) on Thu, 15 Sep 2011 10:20:34 GMT

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---

It works on my PC without problems now.

Installed it on PC of my wife, but I can't see any server, regardless what XWIS-nickname I try (nick/pw are correct)....

Firewall isn't the problem?

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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [JohnDoe](#) on Thu, 15 Sep 2011 10:59:44 GMT

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jonwil wrote on Thu, 15 September 2011 02:21Have you considered submitting a bug report to the Crossover people regarding the issues?

the TTlauncher issue? i'm not even sure that's going to be a problem, maybe you could answer my question. i'll tell them about the keyboard issue, even though it's mostly resolved (backspace and return don't work in chat; the quick-buy buttons don't work at the terminals; everything else is fine)...not sure they'll do anything about it considering it's not an officially supported game.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jonwil](#) on Thu, 15 Sep 2011 11:17:48 GMT

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---

The WOL issue sounds like a registry issue. I have no idea how things like that work on Crossover/Wine.

If you could grab a packet log of joining WOL and getting this error with something like wireshark (your username/password/serial should be easily visible in the logs so you can remove them before you send them to me) I can find out what value is wrong in the WOL communications and can then help find a solution.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [JohnDoe](#) on Thu, 15 Sep 2011 14:40:41 GMT

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---

strangely enough, the wol issue seems to have resolved itself.

i still saved the wireshark file i recorded...do you want it?

---

---

Subject: Empty Server List

Posted by [rrutk](#) on Fri, 16 Sep 2011 08:30:09 GMT

---

Right login data, but empty server list:

At my own computer Ren with TT 4.0 works fine.

At my wife's computer, I get an empty serverlist, but the login data are ok! Tested on my own computer.

This isn't a firewall issue, tried it which firewall turned off.  
Of course there is an working internet connection.

If I login to Ren, I get:

"Message of the day:  
Support: xwis.net  
Create your own nick at xwis.net/cp  
Server: Renegade  
SID: 0  
Nick: mynick"

Edit: Solved ONLY the APB Problem with copying the woldata.key to

C:\Users\RR\AppData\Local\VirtualStore\Program Files (x86)\EA Games\Command & Conquer  
Die ersten 10 Jahre\Command & Conquer Renegade(tm)

BUT still no server list for Renegade 4.0

But from my point of view this is a problem with the serial number storage.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [reborn](#) on Fri, 16 Sep 2011 12:11:20 GMT

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---

Does your registry have the serial key present?

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!  
Posted by [rrutk](#) on Fri, 16 Sep 2011 13:02:19 GMT

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---

Have on my own Windows 7 computer:

HKEY\_CURRENT\_USER\Software\Classes\VirtualStore\MACHINE\SOFTWARE\Wow6432Node\  
WES TWOOD\RENEGADE\serial

HKEY\_USERS\S-1-5-21-2148658792-818455194-884410828-1000\Software\Classes\VirtualStore\MACHINE\SOFTWARE\Wow6432Node\WESTWOOD\RENEGADE\serial

HKEY\_USERS\S-1-5-21-2148658792-818455194-884410828-1000\Classes\VirtualStore\MACHINE\SOFTWARE\Wow6432Node\WESTWOOD\RENEGADE\serial

These seems to be crpyted. May be for Red Alert - A Path Beyond.

Have furthermore:

HKEY\_CURRENT\_USER\Software\Westwood\Renegade\serial

HKEY\_USERS\S-1-5-21-2148658792-818455194-884410828-1000\Software\Westwood\Renegade\serial

HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\Westwood\Renegade\serial

These seems to be plain.

Will check if present at the other computer, see below.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Fri, 16 Sep 2011 13:25:40 GMT

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Solved, thank you.

HKEY\_CURRENT\_USER\Software\Westwood\Renegade\serial

was missing!

Only the serial key, not the folder.

Although it was inserted during installation....

HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\Westwood\Renegade\serial

was there.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [PYRAMID](#) on Mon, 19 Sep 2011 03:08:44 GMT

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Mostly, Thank you all for your hard work and efforts to bring Renegade gameplay to a more balanced premium.

Nice Job

Effigy2U

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Thu, 22 Sep 2011 16:35:59 GMT

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---

-----  
Uhoh!

-----  
Something bad happened. Press Ctrl-C on this message and paste it in the forums. {11, 1}  
[-164.516418, 78.863441, 1.638946] <-0.293803, 0.624243 0.654962, -0.308263>

-----  
OK  
-----

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [StealthEye](#) on Fri, 23 Sep 2011 13:14:22 GMT

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---

That issue will be fixed in the next release.

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [jlhill17](#) on Mon, 26 Sep 2011 18:18:06 GMT

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---

I'm a relatively new modder. Is there anywhere I can get a readme or something that explains these scripts and how to use them in the editor?

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Thu, 29 Sep 2011 18:35:27 GMT

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---

-----  
Uhoh!

-----  
Something bad happened. Press Ctrl-C on this message and paste it in the forums. {11, 2}  
[-15.617810, 132.997208, 0.989771] <0.686364, -0.128598 -0.131819, 0.703555>

OK

-----

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [StealthEye](#) on Thu, 29 Sep 2011 22:41:43 GMT

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---

Those messages showing up will be fixed in the next release.

jhill17, sorry, there's no complete documentation of all scripts at this moment as far as I know.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [rrutk](#) on Fri, 30 Sep 2011 15:08:13 GMT

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---

StealthEye wrote on Thu, 29 September 2011 15:41 Those messages showing up will be fixed in the next release.

jhill17, sorry, there's no complete documentation of all scripts at this moment as far as I know.

ok. happens to me only on C&C\_Fjords.

After this yesterday, my forward movement was blocked for a while.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Majiin Vegeta](#) on Fri, 07 Oct 2011 16:29:09 GMT

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---

i'm gutted I missed this!?

Where are my renny CD's!

It seems I have acquired an extra game of renegade in my travels... odd

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Majiin Vegeta](#) on Fri, 07 Oct 2011 19:06:05 GMT

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---

ahh a good few games brings back the memories

sadly it seems snipers are 100% accurate these days no matter how much I try to flicker fairy.

---

Cannot seem to run between buildings without dying.. no point playing.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Fri, 07 Oct 2011 19:21:36 GMT

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---

On what server did you try playing?

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Majiin Vegeta](#) on Sat, 08 Oct 2011 10:32:09 GMT

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---

I was playing on n00bstories

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Sat, 08 Oct 2011 10:56:01 GMT

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---

n00bstories has a lot of cheaters, try the st0rm 4.0 only server around 9 pm your time, it'll have a bunch of people on it.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [ehhh](#) on Sat, 08 Oct 2011 11:06:02 GMT

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---

Noobstories has cheaters? Noobstories bans anyone who can remotly snipe usually lol

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [iRANian](#) on Sat, 08 Oct 2011 11:08:40 GMT

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---

only when their full mods are on, which is about never these days

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [ehhh](#) on Sat, 08 Oct 2011 15:46:48 GMT

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---

good point, its like near impossible to get unbanned too ;(

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [cAmpa](#) on Tue, 11 Oct 2011 16:43:02 GMT

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---

ehhh wrote on Sat, 08 October 2011 13:06Noobstories has cheaters? Noobstories bans anyone who can remotly snipe usually lol

AND HAS NO RENGUARD.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [roszek](#) on Tue, 11 Oct 2011 21:46:25 GMT

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---

-----  
Uhoh!

-----  
Something bad happened. Press Ctrl-C on this message and paste it in the forums. {11, 1}  
[131.135254, -26.510206, 3.969603] <0.125787, 0.713796 0.678533, 0.119437>

-----  
OK  
-----

Sorry if this has already been posted; didn't feel like reading through the whole thread.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [StealthEye](#) on Tue, 11 Oct 2011 23:18:53 GMT

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---

Many times, zurky; it was already fixed. But thanks for taking the effort to report it anyway.

---

---

Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [Di3HardNL](#) on Tue, 18 Oct 2011 21:39:35 GMT

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---

I am using 4.0 since a couple days ago, I have to see great job! Keep it up.

---