

*All updates to the Titanium Tank Tour will be recorded on this file. Latest changes are listed at the top.*

## **February 26<sup>th</sup>, 2018:**

### *Server updates:*

1. Fixed overlapping bottom elements on the server information page. (Or, it *should* be fixed.)
2. Fixed overlapping bottom elements on the individual tour progress page. (I think.)
3. Fixed 6/6 player text sometimes displaying yellow when it should have displayed green.
4. Empty servers (0/6) will have their player count highlighted in red to make it easier for people's eyes to skim the page and see which servers are full, partially full, and empty.
5. Sorted servers list based on number of players in them. The sorting order (from top to bottom) is:
  - a. Partially filled servers will appear at the top of the list, based on player count and wave. People who want to find a server to hop on can join a server with players already in it. This should help out teams that are missing a couple of players to get new joiners in.
  - b. Empty servers will appear next, sorted by wave. Groups who want to be together in a server can join one of these empty servers together. Alternatively, join one of these servers and idle in it so that the server you're in moves to the top of the servers table.
  - c. Full servers will appear next, sorted by wave. People can't join full servers, so moving them closer to the bottom brings the partially-filled/empty servers to people's attention.
  - d. Password-protected servers will appear last, based on player count and wave. Since the public can't access these servers without the password, best to keep them at the bottom.
  - e. This ordering should make the server list much more contiguous, organized, and helpful to all players looking for a server to join.
6. There is talk about getting 8-12 EU servers, but right now we are not going to move forward with that plan since the USA servers still have some unused capacity. If the server once again becomes completely maxed out with player connections, we will consider renting some EU tour servers. (EU servers are only economical if they will be used and not just sit empty most of the time.)

## February 25<sup>th</sup>, 2018:

### *Server updates:*

1. Fixed the vote menu displaying rc5a instead of rc5b for dockyard.
2. Fixed the server cvar that accidentally disabled the 300 second votekick immunity on newly-joining players. This should alleviate the instant-votekick server camping problem.
3. Upgraded the server capacity in **Philadelphia, Pennsylvania** from 4 servers to 12 servers. Up to 72 players can play the tour at once. The 12 servers are hosted across two dedicated server boxes. Let us know if you notice any server performance issues while playing the tour.
4. The new official server IP for the tour is: 98.114.174.78
5. The tour website is now located at: <http://98.114.174.78:27000/TitaniumTank>
6. Fixed the servers website page displaying the servers in the wrong order.
7. Fixed Source TV binding to a port that was meant to be used by another SRCDS instance.
8. Removed redirect server (now obsolete due to the migration).
9. Disabled demo uploader to minimize server load. Demo files are still being recorded, but they will only show up on the demo website (also disabled) in mass batches during maintenance.
10. Reconfigured server installation in the Philadelphia servers to load large common static server files from a RAM disk. Server boot-up times and map changes should be much snappier now.
11. Added one public tour server and one private tour server in **Miami, Florida**. Anyone can join the public server, but the private server can only be reserved by parties consisting of 5 or more people. Ask the group chat for a reservation if you wish to use this private server. This server will never be opened to public so that we can serve private requests much more efficiently.

### *Tour updates:*

12. Updated **Program Seppuku** (on mvm\_teien):
  - a. **Wave 7:** Granted the bosses stiff airblast immunity.
13. Updated **Watershed Waylay** (on mvm\_waterfront):
  - a. **Wave 6:** Updated icon for final boss to indicate battalions backup.

## February 20<sup>th</sup>, 2018:

### *Server updates:*

1. Announced contest results and tour information. Round 2 judging and results have been posted.
2. The winning pop files have been posted on our [GitHub repository](#), and will be updated there as changes are made to them. This way, everyone can see the changes made to the tour missions. [You can view the diff of this update's changes to the tour missions [here](#).]
3. Added a chat message printout that informs/reminds the available server commands to the player when they join the server (requested by **Octavia**).
4. Added alias of **!vote\_restart\_wave** aptly named as **!fuck\_go\_back** (requested by **JugadorXEL**). A shorter alias of the command, **!restart** also has been added (requested by **Benoist3012**).
5. Fixed the server kicking and banning a player for accidentally putting the mvm server IP and port number in a web browser (ancient Valve source engine code sees it as an rcon hacking attempt).
6. Disabled server hibernation to prevent the server from randomly crashing on wave start.
7. Fixed a server crash due to the autorestarter-autoupdater plugin glitching out. (Sorry about that!)
8. Tidied up server file system to improve server performance. (We might have to do this weekly.)
9. Changed wording of wave restart vote to not read similar to the vanilla restart game/mission text.
10. Completely scrapped and rewrote the tour website so it's aesthetically more pleasing. It also has more useful and interesting statistics packed into it. [Check it out](#) and let us know what you think!
11. Changed port number of the tour website to 27000 so that the URL looks nicer. The links that reference to port 26999 will **temporarily** be redirected to the port 27000 version for some time.
12. Fixed the tour progress database website displaying the date of the latest wave credit instead of the date on when the wave credit was first acquired.
13. Distributed medals to all contest winners, contest participants, and current tour completists.
14. The server now drops the **Titanium Tank** medal into your TF2 inventory immediately (*real-time*) once you earn the last (39<sup>th</sup>) wave credit. (Requested by **Interrobang** and several others.)
15. Added a 4<sup>th</sup> Titanium Tank Tour server. *This 4<sup>th</sup> server may be deactivated if the machine struggles to handle 4 concurrent full MvM servers. Let us know if the server starts lagging.*

## Operation Titanium Tank: Tour Update History

*Tour updates:*

See full detailed mission changes [here](#).

16. Updated **mvm\_downtown**: (now on version **final3**)
  - a. Fixed nav issue behind gate B and the gate closing with bots still inside it.
  - b. Fixed buggy teleporting behavior on gate A when players recapture gate B.
17. Updated **mvm\_dockyard**: (now on version **rc5b**)
  - a. Fixed forward upgrades station breaking on wave failure.
  - b. Merasmus has reclaimed his television! (Removed TV prop causing console spam).
  - c. Added non-resetting bombs.
18. Updated **Spyware Shipping**: (on mvm\_dockyard)
  - a. **Wave 1**: Removed firing speed bonus on Tomislav heavies. (Why was that ever there?)
  - b. **Wave 3**: Now uses non-resetting bombs (wave has no gatebots).
  - c. Gas passer slowdown reduced by ~50%.
  - d. Increased starting cash by \$100.
19. Updated **Peak Performance**: (on mvm\_steep)
  - a. **Wave 3**: Heavies now spawn in squads of 5 and are 10 in total per type with 8 seconds in between spawns. The AI of the heavy robots is slightly randomized.
  - b. **Wave 4**: Reduced maximum number of buff banner support soldiers alive from 4 to 3.
  - c. **Wave 5**: Giant Medics now have a 400% increase in über rate instead of 850%, which is the same as the normal quick über medic.
  - d. **Wave 6**: Removed Demo/Heavy support, Conch support now spawns less frequently and removed the crits from the Giant Soldiers.
20. Updated **Entertainer's Entourage**: (on mvm\_downtown)
  - a. Increased starting cash to \$700.
  - b. Increased payouts on Waves 1-5 such that the total mission payout is now \$5500.
  - c. Added gatebot hats to all the gatebots that were missing them.
  - d. **Wave 1**: Removed crits from the small pyros.
  - e. **Wave 3**: Reduced damage from giant soldiers by 25%.
  - f. **Wave 4**: The giant shield medic cannot deploy an ubercharge. Lowered pyro boss health from 22k HP to 15k HP. Removed healing bonus from small krizkrieg medics. Lowered number of giant rocket shotgun heavies from 4 to 3.
  - g. **Wave 5**: Fixed the australium skin not rendering on the giant demoknights.
  - h. **Wave 6**: Removed uber medics on giant scouts. Removed damage bonus from heavies. Replaced soldier battalion's backup with buff banner. Removed giant flare rocket pyros.
  - i. **This mission should hopefully be a lot saner to play now. Let us know if it's not.**
21. Updated **Program Seppuku**: (on mvm\_teien)
  - a. **Wave 2**: Raised maximum alive demo bots to 9 (from 6), lowered demo spawns to 3 (from 6), delayed giant shotgun heavy spawns

**February 1<sup>st</sup>, 2018:**

1. Launched 3 servers for The Titanium Tank Tour for stress and beta testing.