

---

Subject: New SVN address

Posted by [lalienxx](#) on Fri, 11 Nov 2011 23:52:20 GMT

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Hello everybody

The SVN has just moved to a new server. The new SVN server address is [ja2svn.dyndns.org](https://ja2svn.dyndns.org)  
Please use the "Relocate" command of your SVN client to change the server.

Replace the IP address with the new address:

old: <https://81.169.133.124/source/ja2/>

new: <https://ja2svn.dyndns.org/source/ja2/>

This way there is no need to to download the whole repository.

2013.06.21 New address is [ja2svn.no-ip.org](https://ja2svn.no-ip.org) please replace the old one

2013.07.11 There have been issues with uploading to SVN, please use the most recent SVN client.

2013.07.19 If you like to make a donation to cover the server costs you can make it over PayPal to [ja2svn\[ @ \]gmail.com](mailto:ja2svn[ @ ]gmail.com) or contact me if you prefer a bank transfer.

Bitcoin: 1QFf8V7gWcqp6Usr7TyKV4WMwQwtc7wDek

Great thanks to all who have helped.

2013.12.30 New address: <https://ja2svn.mo00.com/source>

2014.04.11 Due recent OpenSSL bug the SSL certificate had to be changed, please accept and install a new one.

Dyndns will deactivate free accounts in less than a month, please change tha repository address to the new one.

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Subject: Re: New SVN address

Posted by [Dansken](#) on Sat, 12 Nov 2011 00:11:52 GMT

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Sorry to report that TortoiseSVN didn't like that

Silly me, that worked perfectly!

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---

Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Sat, 12 Nov 2011 14:06:11 GMT  
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Thanks Little Alien. It's good to see you around.

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Subject: Re: New SVN address  
Posted by [Headrock](#) on Fri, 18 Nov 2011 12:56:47 GMT  
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---

I hope it's not just on my end, I can't seem to reach either of the two server addresses. I get all sorts of error messages. Are the servers down or undergoing maintenance? Because I managed to download stuff of both of them last week just fine...

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Subject: Re: New SVN address  
Posted by [Sam Hotte](#) on Sat, 19 Nov 2011 15:00:32 GMT  
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ATM there is only a problem with the sites' https-certificate that is reported being not trustable by webrowsers (at least with Internet explorer). However you can skip this error and proceed loading the page. It loaded without further errors here right now.

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Subject: Re: New SVN address  
Posted by [Headrock](#) on Sat, 19 Nov 2011 16:01:08 GMT  
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---

Yeah, I suspected that TortoiseSVN was reluctant to proceed without a certificate. But is there any way to tell it to ignore the certificate, like you can tell your browser?

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Sat, 19 Nov 2011 16:55:22 GMT  
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yes, the first time you connect to the svn server, there is a button where you can "accept permanently" the missing certificate. From that time on, Tortoise will not prompt again.

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Subject: Re: New SVN address  
Posted by [Headrock](#) on Sat, 19 Nov 2011 17:45:52 GMT  
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Erm... what about the second time? Because I don't have that option anymore.

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Sat, 19 Nov 2011 19:15:28 GMT  
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---

sry, i don't know. you could try uninstalling tortoise svn and then install it again. maybe that helps.

---

---

Subject: Re: New SVN address  
Posted by [Headrock](#) on Sat, 19 Nov 2011 19:26:20 GMT  
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---

\*facepalm\* That sucks balls.

[EDIT: And no, uninstall changed nothing]

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---

Subject: Re: New SVN address  
Posted by [Kazuya](#) on Sat, 19 Nov 2011 19:49:01 GMT  
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---

I get the following error, when I try to checkout:

Error: OPTIONS of 'https://ja2svn.dyndns.org/source/ja2': Server certificate was  
Error: missing commonName attribute in subject name (https://ja2svn.dyndns.org)

I had no such problems, when I used tortoise to get the latest version of loV.

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Sat, 19 Nov 2011 19:57:27 GMT  
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It is a general SVN problem. I also get the same error when I try to update.  
I have just unformed Lalien to fix it.

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Subject: Re: New SVN address  
Posted by [lockie](#) on Sun, 20 Nov 2011 17:08:26 GMT  
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---

yeah , no more updates till it's sorted ?

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Mon, 21 Nov 2011 09:29:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

svn should work again!

---

Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Mon, 21 Nov 2011 16:29:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I still can't get it work.

---

Subject: Re: New SVN address  
Posted by [tais](#) on Mon, 21 Nov 2011 17:14:22 GMT  
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---

works perfectly here, asks to accept cert and then updates as usual

---

Subject: Re: New SVN address  
Posted by [lockie](#) on Mon, 21 Nov 2011 17:54:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

not working for me either....

---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Mon, 21 Nov 2011 18:09:59 GMT  
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---

I just tested it, it works perfect (for me)...

EDIT: You have to click on "Accept permanently" if the certificate message box appears. Then you will not be asked again.

---

Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Mon, 21 Nov 2011 18:13:29 GMT  
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---

Well, the problem is that the relocate command will not work for me, I keep getting an error. So my only recourse is to create a new folder and download the whole repository again. Oh well.

---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Mon, 21 Nov 2011 18:14:27 GMT  
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---

@MM: Thats weird, whats the error message on the relocate command? That also worked perfect for me...

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---

Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Mon, 21 Nov 2011 18:24:03 GMT  
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It says: The repository at `https://ja2svn.dyndns.org/source/ja2/GameDir'` has uuid `3b4a5df2-a311-0410-b5c6-a8a6f20db521'`,but the WC has `'4f8fa57e-7814-0410-bad4-adc449f26b7c'`

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Subject: Re: New SVN address  
Posted by [lockie](#) on Mon, 21 Nov 2011 22:00:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:OPTIONS of 'https://81.169.133.124/source/ja2\_v1.13\_data/GameDir': 200 OK  
(https://81.169.133.124)

This is what I get .

Quote:Access forbidden!

You don't have permission to access the requested directory. There is either no index document or the directory is read-protected.

If you think this is a server error, please contact the webmaster.

Error 403

81.169.133.124  
Mon Nov 21 23:01:07 2011  
Apache/2.0.53 (Linux/SUSE)

Then this !

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Subject: Re: New SVN address  
Posted by [Sam Hotte](#) on Mon, 21 Nov 2011 22:31:38 GMT  
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---

lockie, you are still using the old address - suppose you should try the new one ...

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---

Subject: Re: New SVN address  
Posted by [Sectus](#) on Mon, 21 Nov 2011 23:19:12 GMT  
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---

Is there any place with up-to-date data files? I installed the latest release of v1.13, but I get an error ingame about a missing file when I compile and run the latest SVN revision.

This is the error I get (S\_P\_RUN.STI missing):

---

Subject: Re: New SVN address  
Posted by [Sam Hotte](#) on Mon, 21 Nov 2011 23:38:37 GMT  
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---

Tzar, did you look into the thread's very first posting?

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---

Subject: Re: New SVN address  
Posted by [Sectus](#) on Mon, 21 Nov 2011 23:45:57 GMT  
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---

You mean this thread? That's where I got the SVN address from. I'm not finding the missing file in the repository.

Edit: Never mind, they are in the repository. I checked out using the link in the OP but it doesn't include the data files. The data files are here:  
[https://ja2svn.dyndns.org/source/ja2\\_v1.13\\_data/GameDir/](https://ja2svn.dyndns.org/source/ja2_v1.13_data/GameDir/)

---

---

Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Tue, 22 Nov 2011 17:40:57 GMT  
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---

Hmmm, I never could get the relocate to work, so I decided to just do a normal new folder and then a checkout to download 1.13 again. Well, I must be doing something wrong or the new URL that Lalien put up at the top of the page is linking to everything in the repository, because I stopped the checkout at about 750 or meg. I pretty sure I don't need "everything" in there, all I want is what we used to download using the old URL. Some help here would be nice. I can be pretty thick headed sometimes.

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Tue, 22 Nov 2011 17:54:58 GMT  
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---

to get the latest official game dir files, use the url 2 post above

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Subject: Re: New SVN address  
Posted by [Marlboro Man](#) on Tue, 22 Nov 2011 18:36:51 GMT  
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---

Ok, the URL that Tzar Sectus posted should work. But I still don't understand why relocate did not work.

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Subject: Re: New SVN address  
Posted by [Sectus](#) on Tue, 22 Nov 2011 19:02:29 GMT  
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---

Everything in "branches" takes a ton of space, but I don't think anything there is necessary if you just need the primary up to date v1.13 source (someone correct me if I'm wrong).

You can try to check out this to get the main source:  
[https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2\\_v1.13/](https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2_v1.13/)

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---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Tue, 22 Nov 2011 19:03:02 GMT  
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---

Reallocate worked for me fine a few days ago. Maybe it is not working anymore because of some internal svn changes. anyway, once you have downloaded all the interested svn files everything should work like before.

---

---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Fri, 25 Nov 2011 09:54:31 GMT  
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---

@all: I have contacted Lalien (the SVN master), that he should give a few advices here in this thread...

---

---

Subject: Re: New SVN address

---

Posted by [lalienxx](#) on Fri, 25 Nov 2011 10:17:41 GMT

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---

Hello

1. The old server is not functional anymore
2. if anyone has problems with a certificate please delete all files under C:\Documents and Settings\{username}\Application Data\Subversion\auth\svn.ssl.server\

the files shall look like this:

```
3547c9371a268512f856ecf363e80fd4
5d8465fa5eb6f5b6a73716a0a650d523
```

Try to make update afterwards and accept certificate permanently.

3. if anyone has trouble with a password please contact me via PM or E-Mail
4. try URL first in web browser if it works when you have a trouble with relocate command
4. it's a good idea to check out something small into a new folder,  
"https://ja2svn.dyndns.org/source/ja2/trunk/Documents/" for example to check if the SVN works at all

Greetings

Lalien

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---

Subject: Re: New SVN address

Posted by [lalienxx](#) on Fri, 25 Nov 2011 10:30:26 GMT

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---

sputnikkl get this:

"working copy 'C:\.....\jagged alliance 2 gold' is too old (format 10, created by Subversion 1.6)"

Is there a way to solve this?

There is a way:

[http://blog.elijaa.org/index.php?post/2011/10/20/Error-Working-copy-is-too-old-\(format-10-created-by-Subversion-1.6\)](http://blog.elijaa.org/index.php?post/2011/10/20/Error-Working-copy-is-too-old-(format-10-created-by-Subversion-1.6))

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Subject: Re: New SVN address

Posted by [wanne \(aka RoWa21\)](#) on Fri, 25 Nov 2011 12:23:40 GMT

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lalienxxspunikkl get this:

"working copy 'C:\.....\jagged alliance 2 gold' is too old (format 10, created by Subversion 1.6)"

Is there a way to solve this?

There is a way:

[http://blog.elijaa.org/index.php?post/2011/10/20/Error-Working-copy-is-too-old-\(format-10-created-by-Subversion-1.6\)](http://blog.elijaa.org/index.php?post/2011/10/20/Error-Working-copy-is-too-old-(format-10-created-by-Subversion-1.6))

Uninstall TortoiseSVN client 1.7.x and install TortoiseSVN client 1.6.x

---

---

Subject: Re: New SVN address

Posted by [Marlboro Man](#) on Fri, 25 Nov 2011 21:24:44 GMT

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---

Thanks guys, I will give it another crack shortly.

@ Roman

Why uninstall 1.7?

---

---

Subject: Re: New SVN address

Posted by [lalienxx](#) on Sun, 27 Nov 2011 13:08:12 GMT

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---

Marlboro ManThanks guys, I will give it another crack shortly.

@ Roman

Why uninstall 1.7?

Please install the newest version of Tortoissvn and try to upgrade to the new format.

---

---

Subject: Re: New SVN address

Posted by [lockie](#) on Sun, 27 Nov 2011 14:35:51 GMT

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---

Quote:Please install the newest version of Tortoissvn and try to upgrade to the new format.

Still aint workin' !

---

---

Subject: Re: New SVN address

Posted by [wanne \(aka RoWa21\)](#) on Mon, 28 Nov 2011 14:39:20 GMT

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---

Marlboro Man Thanks guys, I will give it another crack shortly.

@ Roman

Why uninstall 1.7?

Just a suggestion. I use TortoiseSVN "1.6.10" and I do not have any problems connecting to the SVN server...

---

---

Subject: Re: New SVN address

Posted by [lockie](#) on Mon, 28 Nov 2011 22:28:42 GMT

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---

Working now , using Tsar's link and 1.7 tortoise !

---

---

Subject: Re: New SVN address

Posted by [wanne \(aka RoWa21\)](#) on Tue, 29 Nov 2011 06:30:01 GMT

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---

@lockie: what was the problem??

can your post a step by step guide how you got it working.

---

---

Subject: Re: New SVN address

Posted by [lockie](#) on Tue, 29 Nov 2011 18:19:39 GMT

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---

Kept getting errors trying to step by step as first post !

Correct way ( for me ) Delete all original 1.6 svn files , make new folder , rename it and then upgrade to tortoise 1.7 .

R/click on new svn folder , svn checkout using link address by Tsar and copy/paste all data folders to my svn game install , overwriting where required . Done !

---

---

Subject: Re: New SVN address  
Posted by [Czert](#) on Fri, 09 Dec 2011 23:20:30 GMT  
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---

Since i didnt make work to replace old link with new I dediced to create new directory and download here, but it need login + password - where to find them ?

---

---

Subject: Re: New SVN address  
Posted by [Flugente](#) on Sun, 11 Dec 2011 18:21:47 GMT  
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---

Sorry to ask, but this seems to be the most relevant thread.

I used to just use the old svn path, which was  
[https://81.169.133.124/source/ja2\\_v1.13\\_data/GameDir](https://81.169.133.124/source/ja2_v1.13_data/GameDir)

Now, I've tried to relocate that path to the one you wrote - <https://ja2svn.dyndns.org/source/ja2/> - but there is no corresponding 'GameDir' - folder in there. Where is it? Basically I'm looking for the folder that contained all the additional xml-files, ini's and whatnot.

I just want to have the files that are used for the up to date version of 1.13. So I can, like, mod a bit in the source code based on the newest trunk version. I found the source code in [https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2_v1.13/Build), but I can't find the rest of the files (like up-to-date xml-files).

Perhaps I'm blind/dumb/whatever, but I can't find it.

---

---

Subject: Re: New SVN address  
Posted by [DepressivesBrot](#) on Sun, 11 Dec 2011 18:26:01 GMT  
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---

Just replace the old IP address with the new hostname.  
[https://ja2svn.dyndns.org/source/ja2\\_v1.13\\_data/GameDir/](https://ja2svn.dyndns.org/source/ja2_v1.13_data/GameDir/)

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---

Subject: Re: New SVN address  
Posted by [Flugente](#) on Sun, 11 Dec 2011 19:48:13 GMT  
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---

Yes. That's it. Thank you.

---

---

Subject: Re: New SVN address  
Posted by [pecan](#) on Wed, 29 Feb 2012 15:16:19 GMT  
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---

hi

having problems getting the SVN version working - am getting a runtime error "Number of tilesets in code does not match data file"

this is what i have done so far....

- 1) i have installed JA2 Gold (ver 1.0 Build 2.6.11)
- 2) downloaded the SVN stuff to a new empty folder
- 3) copied the SVN files into the install directory.

any ideas whats up or what i may be doing wrong?

many thanks

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Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Wed, 29 Feb 2012 15:44:26 GMT  
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- From which SVN Url did you download the GameDir content?
  - Which EXE (Revision Number) are you using?
- 

---

Subject: Re: New SVN address  
Posted by [l4NI](#) on Thu, 01 Mar 2012 22:20:51 GMT  
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---

Hi guys, I use the SVN address: [https://ja2svn.dyndns.org/source/ja2\\_v1.13\\_data](https://ja2svn.dyndns.org/source/ja2_v1.13_data)

Latest revision for me is 1361, and in revision 1353 (2012-01-18) the ja2.exe file was removed...

So the only way for me to play was to go back to rev 1352. Is this intentional or has somebody made a mistake? Or do I do something wrong?

Thanks in advance!

---

---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Thu, 01 Mar 2012 22:29:54 GMT  
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---

the ja2.exe has been removed, because of the official 1.13 version you can download.

for the current svn gamedir we don't have a stable exe yet, thats the reason why you cant find one.

if you want a newer version than the last official one you can download the latest sci (single click installer) version. but this version is a development version which will contain bugs (but also a few new features).

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---

Subject: Re: New SVN address

Posted by [I4NI](#) on Thu, 01 Mar 2012 22:33:25 GMT

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---

OK, then I understand, thanks RoWa21!

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Subject: Re: New SVN address

Posted by [goc\\_man](#) on Mon, 23 Jul 2012 12:32:16 GMT

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---

I should probably ask the developers of the program, but maybe someone here knows:

I'm using Rapid SVN. Is there a way to "export" the log file of all the changes / fixes?  
I can see the log for only a specific folder or file (for example the Data-1.13 folder).

If not with RapidSVN, is this possible with Tortoise SVN (which I don't like using, but could live with it just for this specific need)?

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Subject: Re: New SVN address

Posted by [Alex\\_SPB](#) on Sun, 19 Aug 2012 08:42:52 GMT

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Reading the comments in this thread I did not manage to understand if the SVN link in the first post of the thread

<https://ja2svn.dyndns.org/source/ja2/>

leads to the latest trunk or just the latest stable version.

Could someone clarify this? Thanks in advance.

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Subject: Re: New SVN address

Posted by [STK](#) on Tue, 28 Aug 2012 08:34:55 GMT

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Tzar SectusEverything in "branches" takes a ton of space, but I don't think anything there is necessary if you just need the primary up to date v1.13 source (someone correct me if I'm wrong).

You can try to check out this to get the main source:

[https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2\\_v1.13/](https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2_v1.13/)

Hi can some one confirm this please as I have downloaded this way and the files total 80MB i would have thought they should be bigger because I used the new one in the top link and at the moment thats at 900MB so far before my pc froze Ahhhhhhhhhh damn it .

---

Subject: Re: New SVN address

Posted by [DepressivesBrot](#) on Tue, 28 Aug 2012 08:42:19 GMT

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Sounds about right for the clean source.

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Subject: Re: New SVN address

Posted by [STK](#) on Tue, 28 Aug 2012 08:47:42 GMT

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Wow fast reply thanks all I need to do now is create the EXE

I went here

<https://skydrive.live.com/?cid=013a6926eac52083&id=13A6926EAC52083!202>

But they only have 5537 i need 5540

---

Subject: Re: New SVN address

Posted by [STK](#) on Sat, 08 Sep 2012 23:29:09 GMT

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Hi all I have tortoise SVN installed and managed to get what I assume to be the latest build 1535.

now I see on this site

<https://skydrive.live.com/?cid=013a6926eac52083&id=13A6926EAC52083!202>

that there is new EXE's out from the last time I updated the latest being 5555

I am on 5540.

When i clicked update SVN folder I see no change on the show log section it says the same thing it did from version 5540

rev 1525  
author inshy  
date 31 Aug  
message added missing line for UB mails

Why is there a new EXE for no change in code?.

I am sure I am missing some thing but what?.

Thanks in advance.

---

---

Subject: Re: New SVN address  
Posted by [Gambigobilla](#) on Sun, 09 Sep 2012 06:08:37 GMT  
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---

What you get from that SVN address is gamedata files which does not contain the exe but everything else needed for 1.13. You can find source code and changelog for exe from [https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.dyndns.org/source/ja2/trunk/GameSource/ja2_v1.13/Build)

And this is the proof of change in code:

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Subject: Re: New SVN address  
Posted by [STK](#) on Sun, 09 Sep 2012 11:32:41 GMT  
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---

Hi there I know the EXE`s are not included in the SVN.

What I mean is I keep seeing new EXE`s on SKYDIVE all most every week but what I dont see is any change in the SVN log its been the same tyhing since Aug so why the new EXE`s?.

---

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Subject: Re: New SVN address  
Posted by [DepressivesBrot](#) on Sun, 09 Sep 2012 11:39:47 GMT  
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---

Because the gamedir and the source run on different counters, in different folders.  
Have you ever browsed the tons of stuff that are in the SVN repo instead of just copying a link?

---

---

Subject: Re: New SVN address

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Posted by [STK](#) on Sun, 09 Sep 2012 11:42:12 GMT

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---

Ah ok thanks where do I look to find what has been changed in the latest SVN.

I looked at the link Gambigobilla posted but did not find a read me or change log just a whats coming?.

Thanks all

---

---

Subject: Re: New SVN address

Posted by [DepressivesBrot](#) on Sun, 09 Sep 2012 11:47:55 GMT

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---

STKI looked at the link Gambigobilla posted but did not find a read me or change log just a whats coming?.Uhm, what? And there's a changelog in every archive on my skydrive btw. Some people just never seem to look left or right, only straight ahead

---

---

Subject: Re: New SVN address

Posted by [STK](#) on Sun, 09 Sep 2012 11:49:20 GMT

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---

Your right I downloaded the latest build from your site and there is a change log in there very sorry I am blind .

---

---

Subject: Re: New SVN address

Posted by [lalienxx](#) on Fri, 21 Jun 2013 11:05:28 GMT

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---

Since the dyn.org does not support free accounts anymore is the new address for SVN Repository

ja2svn.no-ip.org

You may replace the old one with Relocate command as described in the first post.

Lalien

---

---

Subject: Re: New SVN address

Posted by [IoP](#) on Fri, 21 Jun 2013 20:23:49 GMT

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---



lalienxxSince the dyn.org does not support free accounts anymore is the new address for SVN Repository  
ja2svn.no-ip.org

You may replace the old one with Relocate command as described in the first post.

Lalien

Doesn't support? At least free account of mine is still working properly, it's still possible to add new hosts and I really couldn't find any news about closing free accounts.

Btw I (also) received:

Quote:Your Dyn account "xxxx", free hostname(s) will expire in 5 days. If you no longer need the hostname(s), simply disregard this email and allow expiration to occur.

Free hostnames must be updated every 30 days to remain active. Inactive hostnames will expire and be deleted. If you wish to prevent the hostname(s) from expiring, please visit the link below: two days ago. They are probably purging unused domains now or update script of mine is broken again:(

---

Subject: Re: New SVN address  
Posted by [lockie](#) on Sat, 22 Jun 2013 08:25:55 GMT  
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I'm getting an unable to connect at the new address , also the svn addons and ub 113 profiles still work at the old addresses ?

---

Subject: Re: New SVN address  
Posted by [wanne \(aka RoWa21\)](#) on Sat, 22 Jun 2013 10:00:11 GMT  
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lockiel'm getting an unable to connect at the new address , also the svn addons and ub 113 profiles still work at the old addresses ?

You have to try it a few times. I successfully reallocated my svn folders with the new address. There still seems to be some problems, because updating/committing to the server does really work ...

---

Subject: Re: New SVN address  
Posted by [lockie](#) on Sat, 22 Jun 2013 12:06:14 GMT  
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Yup , tried a couple of times , it connects but now 'hangs' .

---

Subject: Re: New SVN address  
Posted by [Gambigobilla](#) on Sat, 22 Jun 2013 14:09:08 GMT  
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---

^same here. After downloading a couple of files it hangs. Been trying every now and then today and yesterday but no change.

---

---

Subject: Re: New SVN address  
Posted by [Sam Hotte](#) on Sat, 22 Jun 2013 17:28:48 GMT  
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---

Same here today.

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---

Subject: Re: New SVN address  
Posted by [lalienxx](#) on Sun, 23 Jun 2013 21:13:35 GMT  
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---

loP

Doesn't support? At least free account of mine is still working properly, it's still possible to add new hosts and I really couldn't find any news about closing free accounts.

Btw I (also) received:

Quote:Your Dyn account "xxxx", free hostname(s) will expire in 5 days. If you no longer need the hostname(s), simply disregard this email and allow expiration to occur.

Free hostnames must be updated every 30 days to remain active. Inactive hostnames will expire and be deleted. If you wish to prevent the hostname(s) from expiring, please visit the link below: two days ago. They are probably purging unused domains now or update script of mine is broken again:(

Now you have to login to DynDNS website once a month to keep the account active. Looks like they are trying to get rid of free users. Probably they'll just deactivate all free accounts in near future.

By the way, the SVN is now being migrated to a new server with a fast uplink. You may experience slow connections to the old server. When the transfer is complete I'll switch to the new server. The address remains the same, you'll need to accept a new SSL certificate.

Lalien

---

---

Subject: Re: New SVN address

Posted by [Sam Hotte](#) on Mon, 24 Jun 2013 13:43:21 GMT

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---

lalienxxBy the way, the SVN is now being migrated to a new server with a fast uplink. You may experience slow connections to the old server. When the transfer is complete I'll switch to the new server. The address remains the same, you'll need to accept a new SSL certificate.

Just to make sure: "same address" is the 'no-ip' one?

And Thx a lot for your great effort with the SVN server and all. :super:

---

---

Subject: Re: New SVN address

Posted by [dfwerwolf](#) on Mon, 24 Jun 2013 15:26:17 GMT

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---

I can help out with hosting/dns if you need it.

---

---

Subject: Re: New SVN address

Posted by [Sectus](#) on Mon, 24 Jun 2013 20:06:39 GMT

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---

Is the migration still going, or is it supposed to be done? Both <https://ja2svn.dyndns.org/source/ja2/> and [ja2svn.no-ip.org](https://ja2svn.no-ip.org) aren't working for me. Former breaks connection after only downloading a few KBs of data and the latter gives me a 403 error.

---

---

Subject: Re: New SVN address

Posted by [lockie](#) on Mon, 24 Jun 2013 20:14:38 GMT

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---

Think it's still going , be as well to wait till tomorrow .

---

---

Subject: Re: New SVN address

Posted by [lockie](#) on Tue, 25 Jun 2013 16:49:08 GMT

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---

All seems ok now , updated quickly .

---

Subject: Re: New SVN address  
Posted by [Max\\_for\\_Hire](#) on Tue, 25 Jun 2013 22:30:12 GMT  
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---

Smooth as Butter.

Kudos guys.

---

---

Subject: Re: New SVN address  
Posted by [lalienxx](#) on Wed, 26 Jun 2013 15:23:18 GMT  
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---

The migration is now complete. Both addresses are pointing at the same server. The preferred one is the no-ip.org

Lalien

---

---

Subject: Re: New SVN address  
Posted by [SHarper](#) on Fri, 04 Apr 2014 20:12:07 GMT  
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---

How can i commit some Updates ? If i try to commit some Stuff it asks for Username and Password.

Or:

Who is to be asked for a User at the SVN ?

---

---

Subject: Re: New SVN address  
Posted by [DepressivesBrot](#) on Fri, 04 Apr 2014 20:16:40 GMT  
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---

Write access is restricted to trusted contributors. Just post your patches and someone will take care of them.

---

---

Subject: Re: New SVN address  
Posted by [SHarper](#) on Fri, 04 Apr 2014 21:28:11 GMT  
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---

OK....

So ive uploaded my stuff to my own Server.

---

For the modified XML (compiled EXE)  
[http://ushg.de/download/XML\\_editor\\_sharper.zip](http://ushg.de/download/XML_editor_sharper.zip)

Added usSpotting Value to Detailed View (under Abilities / Vision)  
Added FlashLightRange Value to Detailed View (under Abilities / Vision)  
The Source Code for the XML Editor with the modifications:  
[http://ushg.de/download/xml-editor\\_source.zip](http://ushg.de/download/xml-editor_source.zip)

If there are more Item Tags that the current XML editor doesn't support, please contact me i will add them as soon as possible.

---

---

Subject: Re: New SVN address  
Posted by [DepressivesBrot](#) on Fri, 04 Apr 2014 21:34:52 GMT  
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---

Could you please create patch files instead of uploading your working copy? (rightclick folder, SVN->Create Patch)

---

---

Subject: Re: New SVN address  
Posted by [SHarper](#) on Fri, 04 Apr 2014 21:39:22 GMT  
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---

[http://ushg.de/download/XML\\_Editor.patch](http://ushg.de/download/XML_Editor.patch)

I Hope thats what you've meant.

---

---

Subject: Re: New SVN address  
Posted by [sidew](#) on Thu, 08 May 2014 08:16:34 GMT  
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---

Today, when I update with svn update command I got this:

```
D:\vari\ja2_src\trunk
Unable to connect to a repository at URL
'https://ja2svn.dyndns.org/source/ja2/trunk'
Error running context: No connection could be made because the target machine
actively refused it.
```

Is svn address still valid?

---

---

Subject: Re: New SVN address

Posted by [Gambigobilla](#) on Thu, 08 May 2014 08:54:08 GMT

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---

i use this for unstable source code;

[https://ja2svn.no-ip.org/source/ja2/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.no-ip.org/source/ja2/trunk/GameSource/ja2_v1.13/Build)

and this for gamedata;

[https://ja2svn.no-ip.org/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.no-ip.org/source/ja2_v1.13_data/GameDir)

BTW you can check if a svn address is working or not by trying it with your web browser.

---

---

Subject: Re: New SVN address

Posted by [Randok](#) on Thu, 08 May 2014 12:56:08 GMT

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---

I too have the same problem with SVN.

---

---

Subject: Re: New SVN address

Posted by [silversurfer](#) on Thu, 08 May 2014 15:08:55 GMT

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---

I guess that the dyndns addresses are not available anymore.

Development Source:

[https://ja2svn.no-ip.org/source/ja2/trunk/GameSource/ja2\\_v1.13](https://ja2svn.no-ip.org/source/ja2/trunk/GameSource/ja2_v1.13)

Development GameDir:

[https://ja2svn.no-ip.org/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.no-ip.org/source/ja2_v1.13_data/GameDir)

Development GameDir (language specific):

<https://ja2svn.no-ip.org/source/ja2/trunk/GameData>

---

---

Subject: Re: New SVN address

Posted by [sidew](#) on Fri, 09 May 2014 07:03:17 GMT

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---

After relocated the hosts with svn relocate to the new hostname, I can update without issues.

---

Thanks...

---

Subject: Re: New SVN address  
Posted by [alwaysfirst](#) on Tue, 13 May 2014 15:43:56 GMT  
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Hi! Just a simple question ....

you have provided [https://ja2svn.no-ip.org/source/ja2\\_v1.13\\_data/GameDir/](https://ja2svn.no-ip.org/source/ja2_v1.13_data/GameDir/) as the new SVN for GameDir together with other two sources.

But, the main thread mentions another SVN: <https://ja2svn.mo00.com/source/>

So, which one is the "official" one? Thanks!

---

Subject: Re: New SVN address  
Posted by [silversurfer](#) on Tue, 13 May 2014 15:51:27 GMT  
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The no-ip.org one is the official repository for all JA1.13 stuff.

---

Subject: Re: New SVN address  
Posted by [loP](#) on Wed, 14 May 2014 11:50:57 GMT  
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alwaysfirstHi! Just a simple question ....

you have provided [https://ja2svn.no-ip.org/source/ja2\\_v1.13\\_data/GameDir/](https://ja2svn.no-ip.org/source/ja2_v1.13_data/GameDir/) as the new SVN for GameDir together with other two sources.

But, the main thread mentions another SVN: <https://ja2svn.mo00.com/source/>

So, which one is the "official" one? Thanks!

I would use <https://ja2svn.mo00.com/source/>. That's given by the server owner and SSL cert is generated for that address.

---

Subject: Re: New SVN address

Posted by [Czert](#) on Sat, 31 May 2014 22:37:56 GMT

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---

but problem is that <https://ja2svn.mo00.com/source/>. - is needed pasword/log in.

---

---

Subject: Re: New SVN address

Posted by [Gambigobilla](#) on Sun, 01 Jun 2014 00:38:41 GMT

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---

It only asks password when you try to commit sth.

---

---

Subject: Re: New SVN address

Posted by [Parkan](#) on Mon, 05 Jan 2015 04:27:45 GMT

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---

What happen with [ja2svn.no-ip.org](https://ja2svn.no-ip.org/)? I can update any Stable\Unstable\WF map branches on my PC. The SVN branches down. Are they moved to new something?

---

---

Subject: Re: New SVN address

Posted by [silversurfer](#) on Mon, 05 Jan 2015 09:25:12 GMT

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---

Parkan wrote on Mon, 05 January 2015 05:27 What happen with [ja2svn.no-ip.org](https://ja2svn.no-ip.org/)? I can update any Stable\Unstable\WF map branches on my PC. The SVN branches down. Are they moved to new something?

Just use the "Relocate" feature of SVN and replace "[https://ja2svn.no-ip.org](https://ja2svn.no-ip.org/)" with "[https://ja2svn.mo00.com](https://ja2svn.mo00.com/)".

---

---

Subject: Re: New SVN address

Posted by [Parkan](#) on Mon, 05 Jan 2015 15:28:36 GMT

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---

Ahh..thank you for help Silversurfer =)

---

---

Subject: Re: New SVN address

Posted by [Randok](#) on Sun, 11 Jan 2015 16:08:54 GMT

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---

I also have a problem with SVN.  
[https://ja2svn.no-ip.org](https://ja2svn.no-ip.org/) - does not work.

---



https://ja2svn.mo00.com - also does not work. I have a message:  
Unable to connect to a repository at URL  
'https://ja2svn.mo00.com/trunk/GameSource/ja2\_v1.13/Build'  
Server SSL certificate verification failed: issuer is not trusted  
Please help. Thank you.

---

---

Subject: Re: New SVN address  
Posted by [silversurfer](#) on Sun, 11 Jan 2015 16:20:32 GMT  
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---

You have to accept the server certificate of https://ja2svn.mo00.com when you are asked to.

---

---

Subject: Re: New SVN address  
Posted by [Gambigobilla](#) on Sun, 11 Jan 2015 16:25:21 GMT  
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---

https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\_v1.13/Build  
https://ja2svn.mo00.com/source/ja2\_v1.13\_data/GameDir

these two works fine

---

---

Subject: Re: New SVN address  
Posted by [Randok](#) on Sun, 11 Jan 2015 16:44:09 GMT  
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---

It does not work.  
Maybe it's because I have WinXP?

---

---

Subject: Re: New SVN address  
Posted by [Gambigobilla](#) on Sun, 11 Jan 2015 17:10:46 GMT  
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Can you reach those links from your internet browser?

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---

Subject: Re: New SVN address  
Posted by [silversurfer](#) on Sun, 11 Jan 2015 17:35:16 GMT  
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---

It should work fine with Windows XP. You only have to accept the server certificate permanently. If Tortoise doesn't ask you to accept it you may need to clear the Authentication Data. Tortoise -> Settings -> Saved Data -> Authentication Data.

---

---

Subject: Re: New SVN address  
Posted by [Randok](#) on Sun, 11 Jan 2015 21:22:58 GMT  
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---

@Gambigobilla  
I do not know what I would have to check? ( IE )  
@silversurfer  
It does not work.

---

---

Subject: Re: New SVN address  
Posted by [Randok](#) on Wed, 14 Jan 2015 21:46:13 GMT  
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---

@Gambigobilla  
[https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\\_v1.1\\_3/Build](https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2_v1.1_3/Build)  
[https://ja2svn.mo00.com/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.mo00.com/source/ja2_v1.13_data/GameDir)  
Works. Thank you.

---

---

Subject: Re: New SVN address  
Posted by [Czert](#) on Mon, 09 Feb 2015 18:29:05 GMT  
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---

silversurfer wrote on Tue, 13 May 2014 17:51 The no-ip.org one is the official repository for all JA1.13 stuff.

but from this adres i cant update .

---

---

Subject: Re: New SVN address  
Posted by [Czert](#) on Mon, 09 Feb 2015 18:33:04 GMT  
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---

Gambigobilla wrote on Sun, 11 January 2015 17:25  
[https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\\_v1.1\\_3/Build](https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2_v1.1_3/Build)  
[https://ja2svn.mo00.com/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.mo00.com/source/ja2_v1.13_data/GameDir)

---

these two works fine

problem for me with these are that boot need user/pw to be conected, and yes, i trusted to that certificate.

---

---

Subject: Re: New SVN address  
Posted by [silversurfer](#) on Mon, 09 Feb 2015 20:00:01 GMT  
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---

Yes, forget about no-ip.org. That's dead now.

Mooo.com doesn't not need user/password for read access. Only when you want to commit something you will need these.

---

---

Subject: Re: New SVN address  
Posted by [Czert](#) on Tue, 10 Feb 2015 20:04:47 GMT  
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---

silversurfer wrote on Mon, 09 February 2015 21:00Yes, forget about no-ip.org. That's dead now.

Mooo.com doesn't not need user/password for read access. Only when you want to commit something you will need these.

but how to setup "read only" ? when i normaly copy/paste that links, it dont work

from this addres :  
[https://ja2svn.mooo.com/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.mooo.com/trunk/GameSource/ja2_v1.13/Build)

it write

Unexpected HTTP status 405 'Method Not Allowed' on  
'/trunk/GameSource/ja2\_v1.13/Build'  
Additional errors:  
PROPFIND request on '/trunk/GameSource/ja2\_v1.13/Build' failed: 405 Method Not  
Allowed

so for now it dont need pw, but have these problems instead.  
same is for :  
[https://ja2svn.mooo.com/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.mooo.com/source/ja2_v1.13_data/GameDir)

w7.

---

---

Subject: Re: New SVN address

Posted by [silversurfer](#) on Tue, 10 Feb 2015 22:17:22 GMT

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---

You are using the wrong address for the development source code.

It's not:

[https://ja2svn.mo00.com/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.mo00.com/trunk/GameSource/ja2_v1.13/Build)

but:

[https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2_v1.13/Build)

This is for development GameDir:

[https://ja2svn.mo00.com/source/ja2\\_v1.13\\_data/GameDir](https://ja2svn.mo00.com/source/ja2_v1.13_data/GameDir)

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---

Subject: Re: New SVN address

Posted by [Czert](#) on Wed, 11 Feb 2015 23:47:03 GMT

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---

well this [https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\\_v1.13/Build](https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2_v1.13/Build) dont wok for mee too, it need pw too . no idea what is wrong. Im using latest svn version.

---

---

Subject: Re: New SVN address

Posted by [silversurfer](#) on Thu, 12 Feb 2015 07:57:31 GMT

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---

I have no idea what's wrong.

You only need to

- create a folder on your disk
- right click on the folder and select SVN Checkout
- put location [https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2\\_v1.13](https://ja2svn.mo00.com/source/ja2/trunk/GameSource/ja2_v1.13) in and click OK
- if it's asking to accept certificate, accept it permanently and SVN will start downloading

That's how it always worked for me.

You can try to go to SVN settings and select "Saved Data" -> "Authentication Data" -> "Clear". It might help.

---