
Subject: Re: Error When playing a custom remake of a mission map
Posted by [nuker7738](#) on Sun, 08 Mar 2009 23:55:14 GMT

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I already said I tried it, I deleted everything but the mix and nothing changed. I delete the .thu file everytime I make a new mix.

Also, it is not about the fact that I make a mix, because I applied the SAME EXACT mod (temps and such) to the .lvl files of the official maps, but when I tried simply loading the terrain and making my additions it works in singleplayer and LAN play, but not when the server runs it...
