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Subject: \_AI.MIX maps and FDS

Posted by [E-102 Gamma](#) on Mon, 22 Nov 2010 01:17:35 GMT

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Problem solved.

First off, what I meant by "\_AI maps" are maps that have respawning AI players built into them. A bunch of them came with TFD v1.03, which I attempted to install to FDS. When I tried to get it to host on one of these maps, all did not go well. When I joined, it immediately said that my team had won, loaded the next map, and gave me an off-blue screen with "GAMEPLAY PENDING" in the middle.

After starting to write this thread, I noticed that FDS's C&C\_Field.mix is larger than my renegade client's C&C\_Field.mix. I take this to mean that the server's maps need more information than the clients do for running a map. Basically, the server's version of a map is not the same as the client's.

So, are there any FDS-friendly \_AI maps? Thanks for any help in advance.

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