
Subject: Re: _AI maps and FDS

Posted by [Lone0001](#) on Mon, 22 Nov 2010 03:45:58 GMT

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Quote: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.

Leaving and joining the game again should put it back to normal, that's just a bug with the gameplay pending patch, which I'm assuming you have.

Also, there is no difference between server and client maps, as far as I know, they should be the same.
