Subject: Re: _AI maps and FDS
Posted by trooprm02 on Mon, 22 Nov 2010 23:04:59 GMT
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.thu files are cached files of maps...if you update or replace a map, delete the .thu file and it will regenerate with the new map. For maps with AI tho, it crashs the FDS AFAIK....not sure if thats just with the stock FDS or with SSGM, but I remember it crashing even when I tried it 2-3 years ago.

@map sizes being bigger on your FDS than renegade client, mind providing the actual file sizes? TFD ships with 1.037, but not Core Patch 2 which means they should be smaller...

Also, mind .rar`ing the _AI maps and uploading them somewhere? I did not even know TFD came with some.