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Subject: Re: New maps in rotation on NewMaps 4.0 server

Posted by [shaitan](#) on Fri, 11 May 2012 23:35:42 GMT

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FeaR wrote on Fri, 11 May 2012 16:47 Aircraftkiller wrote on Fri, 11 May 2012 15:27 Just add the file mgbar\_int\_n.w3d or whatever it is from the tutorial map into your server's data folder... Or just add the tutorial map into your server's data folder. That should fix it. I didn't realize that the FDS didn't come stocked with all of the MP interiors.

Allright ill try that, ty

well ive put the tutorial map in de data folder but no luck  
you still fall torugh the barracks, and the lights on the buildings are shining with a WW texture.  
Guess we will have to wait till there is a proper fix for 4.0 fan map servers.

You're using the Resource Manager, all of the maps have to be removed from the data folder. I already told you what might fix it on TS.

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