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Subject: Re: TT 4.0 Beta 5 Server Single Player Maps  
Posted by [Sn1per74\\*](#) on Wed, 13 Jun 2012 03:15:28 GMT  
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Ok, so I copied Zunnie's code and put it in my TT.cfg file and the server loaded the map fine. However, whenever I tried to join, i got kicked for "Invalid M08.idd" or something like that. So Zunnie made me create a file in my RenegadeFDS/Data folder called "acallow.ini". In this file he told me to type

```
[AllowList]
M08.idd=0
M08.ddb=0
```

which I guess allows players to join the game with a different M08.idd and M08.ddb file. After that, I joined my game and everything worked fine. Thanks for the help everybody.

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