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.ldd" 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.ldd=0
M08.ddb=0
which I guess allows players to join the game with a different M08.ldd and M08.ddb file.
After that, I joined my game and everything worked fine. Thanks for the help everybody.