
Subject: Re: Bounding Box Visible

Posted by [Gen_Blacky](#) on Sat, 29 Apr 2017 05:50:51 GMT

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It works in skirmish and I assume it works in lan. But I cant even host a lan game at the moment my client always crashes when loading a map. I think my maps files are all messed up.

I couldn't get to work on a server. Does the server just ignore clients tt.ini? Do you have to ship a per map tt.ini.
