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Subject: Problem with Hosting DM maps like Mutant Lab...  
Posted by [General Havoc](#) on Fri, 27 Feb 2004 13:03:26 GMT  
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Just general information on why this happens in case everyone else wants to know. It occurs when a server is using the FDS on a map that uses singleplayer terrain. The FDS had all of the singleplayer stuff removed to cut down the filesize for the download. Therefore, the clients see the terrain, but the server doesn't and therefore draw them as falling through the ground as there is no collidable objects to prevent them.

This can be fixed either by including the missing terrain files in the mix you produce, providing them as a W3D file in the FDS directory or copying the always.dat from your Renegade installation to your FDS directory.

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