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Subject: Keep falling on Prison camp DM when hosting on a FDS...

Posted by [revenuke](#) on Fri, 19 Mar 2004 15:58:33 GMT

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Titan1x77put all the m0#.mix's in your server data folder

I think prison camp uses m04.mix and kanes castle uses m08.mix

Not sure but to be safe add them all in there.

Or wait til I find exactly which ones and I'll edit this post with the right m0#.mix that it is.

I dont think you need any always.dat files for these maps...its just the terrain w3d found in the m0#.mix's that causes the people to not fall thru.

SEE ack this is how u answer... instead of saying "It sucks anyway, you're not missing much."

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