Subject: Conflicts with maps
Posted by trunkskgb on Tue, 08 Nov 2011 15:06:22 GMT
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I think I found a problem with the downloaded maps, but I'm not sure. Up until this TT patch, I've always went out and downloaded all the fan maps and installed them manually. The first map here I played that was "new" to me was FJords. It automatically downloaded and the next few times I played it, I had no issues. However, I wanted to explore the map on my own so I created a LAN game and added some maps, FJords being one of them. When it came up in my rotation, it crashed and I could not play it again on a live server or my own. I went out and manually downloaded the file to try it out, and it still didn't work. Has anyone else tried playing a private LAN game with maps that are downloaded via a live game?

Subject: Re: Conflicts with maps
Posted by sterps on Wed, 09 Nov 2011 22:20:23 GMT
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Just tried playing a fan map prior to FjordsTR in a LAN game, after it cycled it, it loaded FjordsTR fine.

Subject: Re: Conflicts with maps
Posted by StealthEye on Wed, 09 Nov 2011 23:03:05 GMT
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Can you try renaming packages.dat in %APPDATA%\Renegade\Client\ttfs (just copy&paste that in the explorer address bar) and joining a server again? If that works then, please post the renamed, incorrect packages.dat.