
Subject: Problem with Hosting DM maps like Mutant Lab...

Posted by [Alkaline](#) on Fri, 27 Feb 2004 06:52:29 GMT

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Seem to be having this strange problem when hosting some DM maps, namely nod_temple DM and Titan's Mutant Lab on a FDS server.

What happens is that when some joins the server, they just start falling and keep falling the whole round. I checked to make sure the map wasn't corrupted or anything, its fine.

Other dm maps work fine, e.g. haunted 2. I have the correct scripts.dll running on my dedicated server, there is scripts.dll and scripts2.dll (the original)

Anyone know a way to fix this problem?

Subject: Problem with Hosting DM maps like Mutant Lab...

Posted by [Titan1x77](#) on Fri, 27 Feb 2004 07:17:16 GMT

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I replied to the PM you sent me.

Read the readme to mutant lab and you will see why it does that.

when theres a problem with the map...always check the readme.

Subject: Problem with Hosting DM maps like Mutant Lab...

Posted by [Speedy059](#) on Fri, 27 Feb 2004 08:09:29 GMT

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You have to add all the mission maps in the
\\data\ folder

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.

Subject: Problem with Hosting DM maps like Mutant Lab...

Posted by [Alkaline](#) on Fri, 27 Feb 2004 14:45:36 GMT

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Titan1x77I replied to the PM you sent me.

Read the readme to mutant lab and you will see why it does that.

when theres a problem with the map...always check the readme.

Checked the readme, it didn't say I needed mix09.mix from the original game uploaded to the fds server. Well thanks for helping me out.

Oh ya, about lightwave2 and missing textures?
