
Subject: Re: Map Fixes

Posted by [crazfulla](#) on Sat, 13 Oct 2007 07:55:37 GMT

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This is mainly aimed towards FDS servers, yes. However you can download it on your client also and it shouldn't be a problem. I have completely redone the VIS data so there should; if anything; be a slight improvement in FPS.

I have not seen people getting kicked from the server for having a different map file, they simply see the changes defined in the host's or FDS' C&C_Land.MIX - In the above screenshot, SolidHeart did nto have the fixed version, and obviously it worked perfectly.
