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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Wed, 18 Nov 2009 19:48:05 GMT

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You didn't delete the original mesa file did you? You need both of them on both the FDS and the client as the terrain is contained within the original.

I tested the .mix file and it seemed to work OK on my 3.4.4 copy of Renegade.

EDIT: I only tested it on LAN, perhaps it works differently in LAN and FDS modes? If so I will have to figure out why it's not loading it correctly in the FDS...

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