
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?
