
Subject: _AI.MIX maps and FDS

Posted by [E-102 Gamma](#) on Mon, 22 Nov 2010 01:17:35 GMT

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Problem solved.

First off, what I meant by "_AI maps" are maps that have respawning AI players built into them. A bunch of them came with TFD v1.03, which I attempted to install to FDS. When I tried to get it to host on one of these maps, all did not go well. When I joined, it immediately said that my team had won, loaded the next map, and gave me an off-blue screen with "GAMEPLAY PENDING" in the middle.

After starting to write this thread, I noticed that FDS's C&C_Field.mix is larger than my renegade client's C&C_Field.mix. I take this to mean that the server's maps need more information than the clients do for running a map. Basically, the server's version of a map is not the same as the client's.

So, are there any FDS-friendly _AI maps? Thanks for any help in advance.

Subject: Re: _AI maps and FDS

Posted by [Lone0001](#) on Mon, 22 Nov 2010 03:45:58 GMT

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Quote:When I tried to get it to host on one of these maps, all did not go well. When I joined, it immediately said that my team had won, loaded the next map, and gave me an off-blue screen with "GAMEPLAY PENDING" in the middle.

Leaving and joining the game again should put it back to normal, that's just a bug with the gameplay pending patch, which I'm assuming you have.

Also, there is no difference between server and client maps, as far as I know, they should be the same.

Subject: Re: _AI maps and FDS

Posted by [E-102 Gamma](#) on Mon, 22 Nov 2010 04:35:51 GMT

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I noticed that FDS doesn't use or need .THU files. So, I deleted the ones I had put in its data folder, and it worked perfectly. Problem solved.

Subject: Re: _AI maps and FDS

Posted by [troopr02](#) on Mon, 22 Nov 2010 23:04:59 GMT

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.thu files are cached files of maps...if you update or replace a map, delete the .thu file and it will regenerate with the new map. For maps with AI tho, it crashes the FDS AFAIK....not sure if thats just with the stock FDS or with SSGM, but I remember it crashing even when I tried it 2-3 years ago.

@map sizes being bigger on your FDS than renegade client, mind providing the actual file sizes? TFD ships with 1.037, but not Core Patch 2 which means they should be smaller...

Also, mind .rar`ing the _AI maps and uploading them somewhere? I did not even know TFD came with some.

Subject: Re: _AI maps and FDS

Posted by [E-102 Gamma](#) on Tue, 23 Nov 2010 01:10:41 GMT

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My Renegade client's C&C_Field.MIX is 5,954 KB, whereas FDS' is 7,931 KB. I was still able to join the server despite this size difference, somehow.

TFD itself doesn't come with the _AI maps. They are introduced by the unofficial 1.03 patch (which is a must-have for any TFD owner, IMO). I think this map pack contains them, if you're interested in downloading them.