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Subject: Re: Tiberian Technologies releases TT-scripts 4.0 open beta!

Posted by [sycar](#) on Thu, 08 Sep 2011 16:42:47 GMT

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I've got an issue with the client, where because in a different folder on my c:/ drive I have some modded map files (mainly .ldd's); The anticheat is kicking me because the server obviously doesn't have the right hash in it's ini file.

These files however are in a completely different directory and are not (as far as im aware) being loaded by renegade.

Suggestions?

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