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Subject: Re: Disabling Resource Manager

Posted by [sla.ro\(master\)](#) on Sun, 18 Sep 2011 15:14:49 GMT

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he says that servers have different maps hashes and if u join server A and u try join server B with same map but different hash (if u did download map on server A) then you will get a anti-cheat error.

server owners should have all maps with same hashes not different versions or they should rename it if they made modification on that map.

i don't see disabling resmanager as a solution.

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