
Subject: Re: resource manager blocking people
Posted by [EvilWhiteDragon](#) on Wed, 30 May 2012 07:29:58 GMT
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robbyke wrote on Wed, 30 May 2012 00:28sorry for no longer trying to search (most of searches didnt help me)

the bug i mean is this one :

1) Disable anti-cheat or add their W3D's to the whitelist. Is in the documentation.

this would be reasonable if everyone had it, only problem is that not eveyone gets kicked

therefor i linked it to a bad download and some people cant afford to redownload all maps again
Not everyone uses modified W3D's. Modified W3D's can be used to cheat. To prevent this, only allowed W3D's can be used. The server controls this whitelist. If the client uses a different W3D than in the whitelist, he gets kicked. To solve this, he needs to remove the W3D, or you must create a hash of the W3D and put it in the whitelist, or you must disable the anti-cheat method.

Also, your other topic is even more vague then this one. Without information we can't help. Spend time on your posts and we'll do the same.
