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Subject: Re: resource manager blocking people

Posted by [EvilWhiteDragon](#) on Wed, 30 May 2012 11:56:18 GMT

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robbyke wrote on Wed, 30 May 2012 12:05The people that use custom w3ds should be kicked every map and not just that one specific map.

The problem here is they play a map then that map ends next map loads and they get kicked for invalid w3d or something else invalid

I wouldnt point to TT stuff if i hadnt thought it trough my topics might be vague but so is my problem

PS: ill clarify the bug

Please, put some time in your startposts. You never mentioned anything about this happening on certain maps. Explain clearly when and how this happens. "Getting kicked with invalid w3d's on certain maps" is not clear. It's to the point, but gives us still no clue on the problem.

Does this happen on stockmaps, or only on custom maps? And what EXACTLY are they getting kicked for?

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