
Subject: Re: anticheat.ini

Posted by [Sean](#) on Fri, 14 Dec 2012 17:48:16 GMT

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jonwil wrote on Fri, 14 December 2012 00:54 This issue is now solved. The next scripts version (whenever that is released) will contain a console command ACRELOAD. This command will reload anticheat.ini, anticheat2.ini and acallow.ini. It will pick up both new entries in these files and removed entries.

Fantastic, thank you!

In regards to adding skins/models - have you looked into the issue whereas you can only allow a single file with a certain name once?

For instance adding hud_sniper.dds - you cant add multiple versions, as it doesn't work.
