
Subject: Re: Issues with the anticheat and some fan maps

Posted by [Ethenal](#) on Tue, 05 Nov 2013 04:44:31 GMT

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Gen_Blacky wrote on Mon, 04 November 2013 22:26add both hashes or remove all of them or just allow the model or map files in acallow

Yes, we know that, but this is clearly a bug. We can't rely on doing that and block a new hash each time it empties a 50 player server LOL
