well every time you add a new map collect all the files and hash them before hand.
All foreign files will be in the mix or other dependent package.

I haven't experienced said problem in a long time.
Many modified maps from other servers sometimes conflict with other files or with servers that
arent evening using those files.
Once your hashes are straightened out you shouldn't have any problems.

I suspect you have a tool that help manage adding hashes?

Toggle Spoiler

```
@ECHO off

SET deleteFiles=0
SET type=0

ECHO This will process all files in .\allow\
CHOICE /C:YN /M "Delete processed files"
IF %ERRORLEVEL% == 1 SET deleteFiles=1
CHOICE /C:YN /M "Allow all versions of processed files"
IF %ERRORLEVEL% == 1 SET type=1


FOR %%i IN (allow\*) DO (
 ECHO Processing file: %%~nxi...
   IF %type% == 1 (
      echo %%~nxi=0 >> data\acallow.ini
   )
   IF %type% == 0 (
      achash.exe %%i >> data\anticheat.ini
   )
 IF %deleteFiles% == 1 (
  DEL %%i
 )
)

IF %type% == 0 ( ECHO Filles Added to anticheat.ini )
IF %type% == 1 ( ECHO Filles Added to acallow.ini )

PAUSE
```