## Subject: Re: Issues with the anticheat and some fan maps
Posted by EvilWhiteDragon on Tue, 05 Nov 2013 12:22:10 GMT

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Ethenal wrote on Tue, 05 November 2013 05:44Gen_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
Why is it clearly a bug? Could it be that the server has different maps (to be more specific, are the maps downloaded through the map downloader, and if so, are these maps *REALLY* the same as the hashed maps)? Could it be that the hashes used were created before the hashing method was changed?

There are many possible variables here, so I suggest checking these things in this order:
- Are the hashes created after the hashing method changed?
- Are you distributing the maps through the map downloader?
-- If yes: are the maps that these hashes originate from the same map as the player has?
-- If no: how do you resolve conflicts that might originate from different versions of maps?

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