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

Posted by [Lazy5686](#) on Tue, 05 Nov 2013 21:44:50 GMT

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The hashes were generated using the files extracted from the same .mix file that was used to create the package. Using the latest memorymanager.dll and ahash.exe.

Now, this may be stemming from the fact that the first time Cairo_Day was played everyone was also kicked for having disallowed files. I then went through and allowed every single .w3d file I could find along with the .idd, .ddb and the .mix files. Cairo and Arid share a few files with the same names, mainly the models for the tiberium silos

However, in similar fashion, I believe I added the .mix file after a second round of people getting kicked and that seemed to work.

I'm about to test again with the .mix file and we'll see how this goes. Keep in mind that no other hash entry for the .mix existed in the anti-cheat file, is that something that is necessary for every map?
