Subject: Canyon .ldd error

Posted by Shinigami on Wed, 11 Apr 2012 00:45:53 GMT

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i keep getting this error when trying to load canyon?

Server is 4.0 with new brenbot i'm running tfd with 4.0

Subject: Re: Canyon .ldd error

Posted by Gen\_Blacky on Wed, 11 Apr 2012 04:23:30 GMT

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server is using modified map or your client is. Need to add hash of map files to anticheat.ini

Subject: Re: Canyon .ldd error

Posted by Shinigami on Wed, 11 Apr 2012 11:25:41 GMT

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haha seems like they were all in there apart from the c&c\_canyon.ldd

thx for that Blacky

Subject: Re: Canyon .ldd error

Posted by Shinigami on Wed, 11 Apr 2012 17:57:19 GMT

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weird Oo

i got the hash code and put it in the anticheat.ini but still getting the blocked message...

Subject: Re: Canyon .ldd error

Posted by StealthEye on Thu, 12 Apr 2012 01:25:42 GMT

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Try joining another TT server that runs that map to see if it's your client that has the wrong map or the server. Replace your C&C Canyon.mix with the version from "The Tiberian Technologies server files - 4.0 beta 4".

Subject: Re: Canyon .ldd error

Posted by jonwil on Thu, 12 Apr 2012 12:40:20 GMT

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Actually the server zip does not contain Canyon as that was not changed ny 4.0 beta 4.

Download this

http://ren.game-maps.net/tt/C&C\_Canyon.zip

and use it.

Subject: Re: Canyon .ldd error

Posted by Shinigami on Thu, 12 Apr 2012 17:02:23 GMT

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added the new canyon.mix to the server and still get blocked

i can play canyon on other server so its not my end

Subject: Re: Canyon .ldd error

Posted by Xpert on Thu, 12 Apr 2012 21:31:44 GMT

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TT team didn't add C&C\_Canyon.ldd and C&C\_Canyon.lsd to the achash list by default.

Use this hash

fad3a89c5605396475d9cd00a30ab1d4=C&C\_Canyon.ldd

And note: I gave this hash to Shini, and his map works now.

Subject: Re: Canyon .ldd error

Posted by Shinigami on Thu, 12 Apr 2012 21:40:11 GMT

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yes ty xpert, all works well now

Subject: Re: Canyon .ldd error

## Posted by StealthEye on Fri, 13 Apr 2012 13:57:21 GMT

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achash by default only contains hashes for files that are not identical by default on the client and server, unless you did any modifications on C&C Canyon.mix you should not need the hash.

Subject: Re: Canyon .ldd error

Posted by Xpert on Fri. 13 Apr 2012 20:05:57 GMT

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They're modified .ldd files. They are edited maps for sniping. And Canyon's ldd and lsd files for hashes aren't in the achash ini file by default. They aren't listed like the other maps.

Subject: Re: Canyon .ldd error

Posted by jonwil on Fri, 13 Apr 2012 20:13:12 GMT

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the hashes for Canyon are not in the default anticheat.ini because those files are untouched by TT so everyone (except those who have 3rd party modifications to Canyon) will have identical copies of those 2 files.

Whereas the other maps were changed as part of Iranians map fixes and hence needed to go in the anticheat.ini since people might have different client files to what the server has.

Subject: Re: Canyon .ldd error

Posted by iRANian on Fri, 13 Apr 2012 21:21:49 GMT

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I made a fixed Canyon for all of the exploits on that map, did I forget to submit that file in my pack?

Subject: Re: Canyon .ldd error

Posted by Ethenal on Fri, 13 Apr 2012 22:11:41 GMT

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Miscommunication ftw

Subject: Re: Canyon .ldd error

Posted by jonwil on Sat, 14 Apr 2012 04:12:20 GMT

No, there is no fixed Canyon in the map fixes zip file.

There IS a "fixed" Under but that wasn't shipped because it didn't work properly or something.

Subject: Re: Canyon .ldd error

Posted by iRANian on Sat, 14 Apr 2012 13:11:54 GMT

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Yeah the Under file had multiple issues.

Here's the Canyon file

## File Attachments

1) C&C\_Canyon.zip, downloaded 184 times