
Subject: Canyon .lfd error

Posted by [Shinigami](#) on Wed, 11 Apr 2012 00:45:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 .lfd error

Posted by [Gen_Blacky](#) on Wed, 11 Apr 2012 04:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Canyon .lfd error

Posted by [Shinigami](#) on Wed, 11 Apr 2012 11:25:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

haha seems like they were all in there apart from the c&c_canyon.lfd

thx for that Blacky

Subject: Re: Canyon .lfd error

Posted by [Shinigami](#) on Wed, 11 Apr 2012 17:57:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

weird Oo

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

Subject: Re: Canyon .lfd error

Posted by [StealthEye](#) on Thu, 12 Apr 2012 01:25:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Actually the server zip does not contain Canyon as that was not changed by 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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

yes ty xpert, all works well now

Subject: Re: Canyon .ldd error

Posted by [StealthEye](#) on Fri, 13 Apr 2012 13:57:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 .lhd error

Posted by [Xpert](#) on Fri, 13 Apr 2012 20:05:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: Canyon .lhd error

Posted by [jonwil](#) on Fri, 13 Apr 2012 20:13:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 .lhd error

Posted by [iRANian](#) on Fri, 13 Apr 2012 21:21:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 .lhd error

Posted by [Ethenal](#) on Fri, 13 Apr 2012 22:11:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Miscommunication ftw

Subject: Re: Canyon .lhd error

Posted by [jonwil](#) on Sat, 14 Apr 2012 04:12:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Yeah the Under file had multiple issues.

Here's the Canyon file

File Attachments

1) [C&C_Canyon.zip](#), downloaded 216 times
