
Subject: Weird map issue & anti-cheat
Posted by [Ani](#) on Fri, 25 May 2012 00:28:35 GMT
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So... I haven't been able to join a couple (even my own) 4.0 server due to me having an "invalid" Canyon map... I even tried to delete the .mix file from my data and the .thu in the client save folder, and nothing seems to help. Any ideas?

Subject: Re: Weird map issue & anti-cheat
Posted by [ExEric3](#) on Fri, 25 May 2012 05:44:32 GMT
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tfts folder in appdata.

Subject: Re: Weird map issue & anti-cheat
Posted by [EvilWhiteDragon](#) on Fri, 25 May 2012 08:00:05 GMT
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Run mixcheck (as admin). This should fix it.

Subject: Re: Weird map issue & anti-cheat
Posted by [Xpert](#) on Fri, 25 May 2012 18:03:37 GMT
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Refer to this topic:

http://www.renegadeforums.com/index.php?t=msg&th=39258&start=0&rid=2_0487

This should solve your problem.

Subject: Re: Weird map issue & anti-cheat
Posted by [Ani](#) on Fri, 25 May 2012 23:46:05 GMT
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Xpert, the thread was no help as it has to do with .mix files and any 4.0 server rejecting me from joining.
Mixcheck didn't fix it either.

Subject: Re: Weird map issue & anti-cheat
Posted by [Xpert](#) on Sat, 26 May 2012 01:33:00 GMT

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this fixes the issue server side.

here's a non-rejected canyon

http://www.ax-games.net/downloads/C&C_Canyon.rar

Subject: Re: Weird map issue & anti-cheat
Posted by [Ani](#) on Sat, 26 May 2012 01:37:03 GMT
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Xpert wrote on Fri, 25 May 2012 18:33 this fixes the issue server side.

here's a non-rejected canyon

http://www.ax-games.net/downloads/C&C_Canyon.rar

Tell me how mixcheck apparently downloaded a Canyon.mix map that was literally 1MB bigger for no reason.

So far it seems to work, many thanks Xpert.
