
Subject: Map overviews, Reason why...
Posted by [Titan1x77](#) on Wed, 18 Sep 2013 01:23:09 GMT
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these were removed?

Can a server with 4.0 still allow this or is the code gone?

Client game crashes when i set it up through the .ini

Subject: Re: Map overviews, Reason why...
Posted by [Good-One-Driver](#) on Wed, 18 Sep 2013 01:54:11 GMT
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its blocked along with everything huds use to be able to have

Subject: Re: Map overviews, Reason why...
Posted by [Titan1x77](#) on Wed, 18 Sep 2013 02:42:08 GMT
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ya, i know... posted this ask what was the reason?

Subject: Re: Map overviews, Reason why...
Posted by [Good-One-Driver](#) on Wed, 18 Sep 2013 06:27:28 GMT
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Not really sure but I miss all the "extras"

but RenCorner has some good 4.0. huds
<http://rencorner.com/index.php/files/category/15-huds/>

Subject: Re: Map overviews, Reason why...
Posted by [ehhh](#) on Wed, 18 Sep 2013 07:33:12 GMT
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to do with anticheat iirc

Subject: Re: Map overviews, Reason why...
Posted by [Lazy5686](#) on Wed, 18 Sep 2013 15:31:09 GMT
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I believe it was due to shaders.dll not being open source and being changed.

Subject: Re: Map overviews, Reason why...

Posted by [Titan1x77](#) on Wed, 18 Sep 2013 22:33:01 GMT

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Would someone from TT care to chime in? is it shaders or anticheat? anf if it's the latter, what kind of exploit can someone do with a background image?

Subject: Re: Map overviews, Reason why...

Posted by [jonwil](#) on Wed, 18 Sep 2013 23:35:11 GMT

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Its a side effect of shaders.dll being closed source and also a side effect of anti-cheat.
