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Subject: Re: Disabling Resource Manager  
Posted by [ExEric3](#) on Tue, 04 Oct 2011 10:00:20 GMT  
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StealthEye wrote on Sun, 18 September 2011 23:43: There might be a problem if multiple server owners convert different packages and name them the same. The downloader will then assume that they are actually the same packages. For now, server owners will have to ensure that they do not use the same name for different maps/versions. A technical solution to this problem will have to be developed, but I think that will not be done in the next update.

Well I thought manually download mix files to data folder will solve it. But it looks if server have packages ignore what is in data and client will download files to ttf's folder. After some maps I usually can't connect to servers with TT because anticheat block some files. Yeah removing ttf's solve it but it will download all again

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