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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.

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