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Subject: Disabling Resource Manager  
Posted by [ExEric3](#) on Sat, 17 Sep 2011 14:58:34 GMT  
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Is possible disable this function on client side? If not its planned?

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Subject: Re: Disabling Resource Manager  
Posted by [cmatt42](#) on Sat, 17 Sep 2011 16:25:13 GMT  
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Why would you want to?

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Subject: Re: Disabling Resource Manager  
Posted by [ExEric3](#) on Sat, 17 Sep 2011 19:57:30 GMT  
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cmatt42 wrote on Sat, 17 September 2011 18:25Why would you want to?

Because it downloading files which arent hashed on all servers. And Im tired deleting ttf's folder all the time.

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Subject: Re: Disabling Resource Manager  
Posted by [ExEric3](#) on Sun, 18 Sep 2011 14:19:56 GMT  
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Hmm?

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Subject: Re: Disabling Resource Manager  
Posted by [cmatt42](#) on Sun, 18 Sep 2011 14:56:09 GMT  
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Well, there's your problem. If you keep deleting the folder containing the map files, of course it's going to keep redownloading them. You only need to download it once per server. You do know that you can have different versions of the same map for each server at the same time, right?

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Subject: Re: Disabling Resource Manager  
Posted by [sla.ro\(master\)](#) on Sun, 18 Sep 2011 15:14:49 GMT  
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he says that servers have different maps hashes and if u join server A and u try join server B with

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same map but different hash (if u did download map on server A) then you will get a anti-cheat error.

server owners should have all maps with same hashes not different versions or they should rename it if they made modification on that map.

i don't see disabling resmanager as a solution.

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Subject: Re: Disabling Resource Manager  
Posted by [EvilWhiteDragon](#) on Sun, 18 Sep 2011 15:38:40 GMT  
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Then it's not the same map. It might be the same mapNAME but somehow they are different. Just download it once and leave them in the TTFS and there won't be any other problem. Other solution is finding out why the server isn't using the true default maps, but good luck with that I'd say.

There is no need to rename, just that people need to except that maps can have the same name and still be different. The TTFS is made to handle that, and disabling it could cause serious issues if the map is indeed different.

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Subject: Re: Disabling Resource Manager  
Posted by [StealthEye](#) on Sun, 18 Sep 2011 21:43:26 GMT  
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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.

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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 ttfS folder. After some maps I usually cant connect to servers with TT because anticheat block some files. Yeah removing ttfS

solve it but it will download all again

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Subject: Re: Disabling Resource Manager  
Posted by [EvilWhiteDragon](#) on Tue, 04 Oct 2011 10:16:22 GMT  
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Afaik it depends. If everything in the package is on the client, it will not download anything. If for example the quake sounds are included in the package, it will download the entire package.

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Subject: Re: Disabling Resource Manager  
Posted by [StealthEye](#) on Tue, 04 Oct 2011 12:43:48 GMT  
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If you remove only the packages.dat in the ttf's folder, does this fix the issue where you are unable to join any servers? If so, please attach a broken packages.dat.

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