

---

Subject: Always2.dat / Geometry Detail

Posted by [shaitan](#) on Sun, 18 Sep 2011 16:44:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there anyway to fix this issue I keep getting when trying to join my own fds? I've added the hash into the anticheat.ini, yet it still does this.

Player has been evicted. Client address: \*\*\*\*; Reason: Invalid Always2.dat found, you have been blocked by the anti-cheat;

Also while I am thinking of it, is there any way to keep my Geometry Detail settings client side? They continually keep changing to HIGH when I join a game.

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [EvilWhiteDragon](#) on Sun, 18 Sep 2011 18:08:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think that file is blocked regardless because it contains cheatsensitive bits. Unsure though.

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [shaitan](#) on Sun, 18 Sep 2011 19:40:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Weird...it's the one that came with my ren.  
Not to mention I can join other 4.0 servers just fine.

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [StealthEye](#) on Sun, 18 Sep 2011 21:44:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Are you sure that the server is actually running a clean version of the file? You can download them here: <http://ren.game-maps.net/tt/>

I think the detail settings bug was reported in another thread already.

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [shaitan](#) on Mon, 19 Sep 2011 01:08:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

StealthEye wrote on Sun, 18 September 2011 15:44Are you sure that the server is actually

---

running a clean version of the file? You can download them here: <http://ren.game-maps.net/tt/>

I think the detail settings bug was reported in another thread already.

Well it was straight from the fds installer. After putting in the always2 from the site there, the fds no longer loads levels. heh.

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [StealthEye](#) on Mon, 19 Sep 2011 09:34:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

As in? What happens when you start it?

---

---

Subject: Re: Always2.dat / Geometry Detail

Posted by [shaitan](#) on Mon, 19 Sep 2011 15:17:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Last night this is all it was doing:

[19:10:40] \*\*\* Auto starting game. Type 'quit' to abort \*\*\*

[19:10:40] Initializing Westwood Online Mode

[19:10:41] Got server list

[19:10:42] Got server pings

[19:10:42] Logging onto XWIS

[19:10:42] Logged on OK

[19:10:42] Applying server settings

[19:10:42] Creating game channel...

[19:10:43] Channel created OK

[19:10:43] Loading level C&C\_Field.mix

Today it seems to be working after a minute or so.

---