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Subject: Canyon .Idd error  
Posted by [Shinigami](#) on Wed, 11 Apr 2012 00:45:53 GMT  
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i keep getting this error when trying to load canyon ?

Server is 4.0 with new brenbot  
i'm running tfd with 4.0

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Subject: Re: Canyon .Idd error  
Posted by [Gen\\_Blacky](#) on Wed, 11 Apr 2012 04:23:30 GMT  
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server is using modified map or your client is. Need to add hash of map files to anticheat.ini

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Subject: Re: Canyon .Idd error  
Posted by [Shinigami](#) on Wed, 11 Apr 2012 11:25:41 GMT  
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haha seems like they were all in there apart from the c&c\_canyon.Idd

thx for that Blacky

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Subject: Re: Canyon .Idd error  
Posted by [Shinigami](#) on Wed, 11 Apr 2012 17:57:19 GMT  
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weird Oo

i got the hash code and put it in the anticheat.ini but still getting the blocked message..

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Subject: Re: Canyon .Idd error  
Posted by [StealthEye](#) on Thu, 12 Apr 2012 01:25:42 GMT  
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Try joining another TT server that runs that map to see if it's your client that has the wrong map or the server. Replace your C&C\_Canyon.mix with the version from "The Tiberian Technologies server files – 4.0 beta 4".

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Subject: Re: Canyon .Idd error  
Posted by [jonwil](#) on Thu, 12 Apr 2012 12:40:20 GMT  
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Actually the server zip does not contain Canyon as that was not changed ny 4.0 beta 4.  
Download this  
[http://ren.game-maps.net/tt/C&C\\_Canyon.zip](http://ren.game-maps.net/tt/C&C_Canyon.zip)  
and use it.

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Subject: Re: Canyon .Idd error  
Posted by [Shinigami](#) on Thu, 12 Apr 2012 17:02:23 GMT  
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added the new canyon.mix to the server and still get blocked

i can play canyon on other server so its not my end

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Subject: Re: Canyon .Idd error  
Posted by [Xpert](#) on Thu, 12 Apr 2012 21:31:44 GMT  
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TT team didn't add C&C\_Canyon.Idd and C&C\_Canyon.Isd to the achash list by default.

Use this hash

`fad3a89c5605396475d9cd00a30ab1d4=C&C_Canyon.Idd`

And note: I gave this hash to Shini, and his map works now.

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Subject: Re: Canyon .Idd error  
Posted by [Shinigami](#) on Thu, 12 Apr 2012 21:40:11 GMT  
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yes ty xpert, all works well now

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Subject: Re: Canyon .Idd error

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Posted by [StealthEye](#) on Fri, 13 Apr 2012 13:57:21 GMT

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achash by default only contains hashes for files that are not identical by default on the client and server, unless you did any modifications on C&C\_Canyon.mix you should not need the hash.

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Subject: Re: Canyon .ldd error

Posted by [Xpert](#) on Fri, 13 Apr 2012 20:05:57 GMT

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They're modified .ldd files. They are edited maps for sniping. And Canyon's ldd and lsd files for hashes aren't in the achash ini file by default. They aren't listed like the other maps.

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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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Subject: Re: Canyon .ldd error

Posted by [iRANian](#) on Fri, 13 Apr 2012 21:21:49 GMT

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I made a fixed Canyon for all of the exploits on that map, did I forget to submit that file in my pack?

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Subject: Re: Canyon .ldd error

Posted by [Ethenal](#) on Fri, 13 Apr 2012 22:11:41 GMT

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Miscommunication ftw

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Subject: Re: Canyon .ldd error

Posted by [jonwil](#) on Sat, 14 Apr 2012 04:12:20 GMT

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No, there is no fixed Canyon in the map fixes zip file.  
There IS a "fixed" Under but that wasn't shipped because it didn't work properly or something.

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Subject: Re: Canyon .idd error  
Posted by [iRANian](#) on Sat, 14 Apr 2012 13:11:54 GMT  
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Yeah the Under file had multiple issues.

Here's the Canyon file

### File Attachments

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1) [C&C\\_Canyon.zip](#), downloaded 244 times

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