**Subject: resource manager blocking people**
Posted by robbyke on Tue, 29 May 2012 20:52:58 GMT
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since im running new maps (with resource managers help)

ive had complaints

1) some maps ppl keep getting kicked for having an invald w3d thing it would help dramaticly if it
would just redownload instead of kick

2) the bug i reported and i didnt get response from

3) missing textures (random) many maps miss textures

the best one i recall is alpine:

in the tunnels theres a ufo? that floats around
in my test server it was missing the red window things
in the main server it all of sudden are the hold back bars on the runway above it

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**Subject: Re: resource manager blocking people**
Posted by EvilWhiteDragon on Tue, 29 May 2012 21:53:27 GMT
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It would help if you'd use the search function and/or tried to make proper sentences.

1) Disable anti-cheat or add their W3D's to the whitelist. Is in the documentation.

2) What bug?

3) Happens when maps borrow textures from other fanmaps. This is no longer possible due to
resource manager and arising complexities/exploits. Documented on the forum.

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**Subject: Re: resource manager blocking people**
Posted by robbyke on Tue, 29 May 2012 22:28:46 GMT
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sorry for no longer trying to search (most of searches didnt help me)

the bug i mean is this one :

1) Disable anti-cheat or add their W3D's to the whitelist. Is in the documentation.

this would be reasonable if everyone had it, only problem is that not eveyone gets kicked

therefor i linked it to a bad download and some people cant afford to redownload all maps again

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## Subject: Re: resource manager blocking people
Posted by EvilWhiteDragon on Wed, 30 May 2012 07:29:58 GMT
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robbyke wrote on Wed, 30 May 2012 00:28sorry for no longer trying to search (most of searches didnt help me)

the bug i mean is this one :

<a href=" http://www.renegadeforums.com/index.php?t=msg&th=39417&start=0&rid=2 5632" target="_blank"></a>


1) Disable anti-cheat or add their W3D's to the whitelist. Is in the documentation.

this would be reasonable if everyone had it, only problem is that not eveyone gets kicked

therefor i linked it to a bad download and some people cant afford to redownload all maps again
Not everyone uses modified W3D's. Modified W3D's can be used to cheat. To prevent this, only allowed W3D's can be used. The server controls this whitelist. If the client uses a different W3D than in the whitelist, he gets kicked. To solve this, he needs to remove the W3D, or you must create a hash of the W3D and put it in the whitelist, or you must disable the anti-cheat method.

Also, your other topic is even more vague then this one. Without information we can't help. Spend time on your posts and we'll do the same.

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## Subject: Re: resource manager blocking people
Posted by robbyke on Wed, 30 May 2012 10:05:46 GMT
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The people that use custom w3ds should be kicked every map and not just that one specific map.


The problem here is they play a map then that map ends next map loads and they get kicked for invalid w3d or something else invalid

I wouldnt point to TT stuff if i hadnt thought it trough my topics might be vague but so is my problem

PS: ill clarify the bug

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## Subject: Re: resource manager blocking people
Posted by EvilWhiteDragon on Wed, 30 May 2012 11:56:18 GMT
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robbyke wrote on Wed, 30 May 2012 12:05The people that use custom w3ds should be kicked every map and not just that one specific map.

The problem here is they play a map then that map ends next map loads and they get kicked for invalid w3d or something else invalid

I wouldnt point to TT stuff if i hadnt thought it trough my topics might be vague but so is my problem

PS: ill clarify the bug
Please, put some time in your startposts. You never mentioned anything about this happening on certain maps. Explain clearly when and how this happens. "Getting kicked with invalid w3d's on certain maps" is not clear. It's to the point, but gives us still no clue on the problem.

Does this happen on stockmaps, or only on custom maps? And what EXACTLY are they getting kicked for?

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## Subject: Re: resource manager blocking people
Posted by robbyke on Wed, 30 May 2012 18:31:54 GMT
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I didnt receive wich files they were kicked for

and i have indeed been posting badly i noticed that im sorry for that

This only happens on non-stock maps

it also doesnt happen for all players but the ones that have it can never join that map

i didnt have it myself yet but i dont have time to play either

ill try to gather more info thanks for having time

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Subject: Re: resource manager blocking people
Posted by Ani on Wed, 30 May 2012 19:46:29 GMT
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I had a weird issue as well. For some reason, even after running mixcheck.exe after deleting the map, 4.0 servers were blocking me for having an invalid C&C_Canyon map and got kicked from anti-cheat side of things.. :/

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Subject: Re: resource manager blocking people
Posted by StealthEye on Thu, 07 Jun 2012 23:24:07 GMT
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There is a known related bug that may be the cause. If there are two different .w3d files used for two different maps, then the game might mix them up (in particular, when the second map is being loaded it might load the first map's model). You can work around it by adding hashes for -both- .w3ds in anticheat.ini.

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Subject: Re: resource manager blocking people
Posted by Distrbd21 on Fri, 08 Jun 2012 16:06:33 GMT
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And a how to do that for people would be nice instead of just saying add it. ;p

I'm not saying you have to keep saying the same thing in a post...

All you have to do is sit back and think before you post. ;p

Here is the link explaining how to hash the file and add it to the anticheat.ini.

http://www.tiberiantechnologies.org/wiki/index.php/File-hash_anti-cheat

EDIT: I got a better idea, so people stop asking you guys the same things, make a sticky of the wiki and keep it updated. ;p

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Subject: Re: resource manager blocking people
Posted by StealthEye on Fri, 08 Jun 2012 16:52:26 GMT
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I thought my post would be enough to point the interested persons to the right location. But thanks for providing an even service to them.

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