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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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