
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
