
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.
