Subject: Re: Anti-cheat block message; invalid ESCO.w3d file found
Posted by StealthEye on Sat, 23 Feb 2013 23:01:29 GMT
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Renegade keeps loaded models in memory, and sometimes confuses one model for another (on another map) if they are different but have the same name. This is on the list to get fixed, but it's tricky to fix it.