
Subject: Flame Terror

Posted by [General Havoc](#) on Mon, 14 Apr 2003 16:30:18 GMT

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Yeah this is a simple bug to fix. As Blazer said delete the armour.ini from the mod folder, but if your extracting to MIX then it won't be included anyway in the mod. If your exporting to PKG then you will need to pull the armour.ini from the always.dat then place that in your modfolder. Should fix any problems you have.

_General Havoc
