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Subject: Re: C&C95 multiplayer fix!

Posted by [Sir Kane](#) on Tue, 16 Aug 2005 06:45:22 GMT

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YSLMuffins wrote on Mon, 15 August 2005 20:08Wow, I had déjà vu at this thread. I thought you already had this accomplished SK/Scorp?

I was working on it before, but it had massive problems. Scorp with his leet winsock (and everything else) skills fixed it. I made the configuration application.

sterps wrote on Mon, 15 August 2005 21:15Is this just for Network games of C&C95 or does this fix the bug for trying to play c&c95 over Wchat

It does work for both, LAN games and internet games. But unlike wchat this can be used to play with four players at once.

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