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Subject: Re: C&C95 multiplayer fix!

Posted by [Myg-](#) on Wed, 28 Sep 2005 00:19:59 GMT

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Commendations and thanks for all your efforts on trying to get C&C TD working as it should be!

In response to general problems: the fix for the error when trying to Connect/Host is to enable windows 95 compatibility on the MPSetup.exe, not just C&C95.

And what is the current purpose of this?

"LookUpServer=horus.understorm.net"

I can guess, but doesn't seem usable at this time.

Also, could you outline how this program + dll works? I am quite interested out of my own curiosity. Plus a timescale to your next release and possibly some progress reports?

Thank you for your time.

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