
Subject: Re: C&C95 multiplayer fix!
Posted by [HeXetic](#) on Sat, 11 Feb 2006 20:56:06 GMT
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After finally having the time to test it myself with another #planetcnc-er, I've mirrored this on FilePlanet and posted about it on the PCNC front page:

<http://www.fileplanet.com/dl.aspx?/planetcnc/tiberiandawn/utilities/cnc95mpfix.zip>
