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Subject: Re: C&C95 multiplayer fix!

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 20:22:55 GMT

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I know my computer has a TCP LAN card in it, but if my memory serves me correct C&C 95 and RA1 did not like TCP they used some other connection type like ICP or something like that, does this fix it (same deal occurs with Tib Sun and RA2)?

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