
Subject: Re: C&C95 multiplay fix!

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 22:12:18 GMT

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It works, Silent Kane and Scorpio9a have done more for C&C95 and RA1, then EA has in its entire existence. Its kind of sad but the only reason I bought a new computer was so I could play RA multiplayer (because I only use to have one computer) and in the end it didn't worked (Ra multiplayer that is). That was three years ago, and just now I find this link. Ah well. It works now and I can play all the mods I made for RA long ago so I am Happy.
Also the link for provided at the start of this post doesn't work anymore so here is the working one.
<http://www.understorm.net/>

Could you guys do the same thing for Tib Sun and RA2 (for multiplayer LAN, Internet obviously works fine)? What I mean is could you make Tib Sun and RA2 use TCP instead of IPX like what you have done for RA1 and C&C95?
