
Subject: Re: C&C95 multiplayer fix!

Posted by [RA95_Fan](#) on Thu, 08 Feb 2007 10:16:19 GMT

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And uh what about um, the C&C95 fix and not the thipx32.dll.. Can someone please fill me in on that.

Or does Thipx32 need to be put in a RA1 folder for C&C95 fix to work?
