
Subject: Re: C&C95 multiplayer fix!

Posted by [trunkskgb](#) on Sun, 16 Dec 2007 00:07:54 GMT

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Well, I created a topic about this without seeing this one.

Anyway, I got multi-player working. However, and this feature was the same way like 10 years ago when I last tried it...the AI doesn't make a BASE. So after they rush you, it's over and it's like....wtf? I didn't even have time to build Obelisk. :\

Anyway, is there anyway someone can edit the AI so that they'll make a based and attack and/or defend?

I've been searching for hours today for C&C95 utilities and I've found nothing of this nature.
