Subject: why are buidlings still getting wasted by flame tanks?
Posted by Anonymous on Sun, 12 Jan 2003 13:10:00 GMT
View Forum Message <> Reply to Message

ok guys i gave it one last go and it didn't work. My map used to crash whenever i flamer a building. So i got told to copy the armor.ini file from always.dat into my mod folder. That works but now the flame tanks and flamthrower infantry take out buildings in no time. Does anybody know why? If theres a tutorial on this then plz gimme a buzz. I think it might be because i deleted the planes that the buildings are on in the buildings_setup file. Does that change anything? [January 12, 2003, 13:11: Message edited by: SOSToasty]

Subject: why are buidlings still getting wasted by flame tanks?
Posted by Anonymous on Sun, 12 Jan 2003 13:15:00 GMT
View Forum Message <> Reply to Message

why dont you just reinstall the game?

Subject: why are buidlings still getting wasted by flame tanks?
Posted by Anonymous on Sun, 12 Jan 2003 14:00:00 GMT
View Forum Message <> Reply to Message

because it's a problem with a mod he's making, not the game you fool

---

Subject: why are buidlings still getting wasted by flame tanks?
Posted by Anonymous on Sun, 12 Jan 2003 14:49:00 GMT
View Forum Message <> Reply to Message

It will work once you export your mod package to a .mix file.

Subject: why are buidlings still getting wasted by flame tanks?
Posted by Anonymous on Mon, 13 Jan 2003 09:43:00 GMT
View Forum Message <> Reply to Message

how do i make my mod package a .mix file?