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Subject: Flame Terror  
Posted by [Captkurt](#) on Mon, 14 Apr 2003 16:19:00 GMT  
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I remember when the latest version of Level Edit came out there was a problem with the flamer taking out buildings really quick, and I remember hearing about a fix for it, but can't now remember what or where it is, can some one assist me here? Thanks.

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Subject: Flame Terror  
Posted by [Blazer](#) on Mon, 14 Apr 2003 16:20:38 GMT  
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you delete the armor.ini file from the mod folder.

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Subject: Flame Terror  
Posted by [Halo38](#) on Mon, 14 Apr 2003 16:21:59 GMT  
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I would help you but i'm affraid i might get caught up in assisting copyright violations issues, sorry.

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Subject: Flame Terror  
Posted by [General Havoc](#) on Mon, 14 Apr 2003 16:30:18 GMT  
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Yeah this is a simple bug to fix. As Blazer said delete the armour.ini from the mod folder, but if your extracting to MIX then it won't be included anyway in the mod. If your exporting to PKG then you will need to pull the armour.ini from the always.dat then place that in your modfolder. Should fix any problems you have.

\_General Havoc

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Subject: Flame Terror  
Posted by [Captkurt](#) on Mon, 14 Apr 2003 16:33:07 GMT  
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Halo38I would help you but i'm affraid i might get caught up in assisting copyright violations issues, sorry.

You're being ridicules. it's people like you, trying to answer for other people, and answering when you have nothing at all to say on the subject but to get a number added to the number of posts in

your pocket. big deal. man, learn to have social skills and a mind of your own and you'll go further in life.

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Subject: Flame Terror  
Posted by [Captkurt](#) on Mon, 14 Apr 2003 16:35:45 GMT  
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Thanks Blazer, General Havoc, for your quick response's. I appreciate it.

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Subject: Flame Terror  
Posted by [Halo38](#) on Mon, 14 Apr 2003 17:02:00 GMT  
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Captkurt01Halo38I would help you but i'm affraid i might get caught up in assisting copyright violations issues, sorry.

You're being ridicules. it's people like you, trying to answer for other people, and answering when you have nothing at all to say on the subject but to get a number added to the number of posts in your pocket. big deal. man, learn to have social skills and a mind of your own and you'll go further in life.

Chill Mate, It was hardly an attack on you?!?!? when did i become your enemy all of a sudden?

As for social skills maybe having done a GNVQ 'V' standing for 'vocational' (meaning you are assed in your vocational and communication skills) or having commanded a section of solders in the TA would give me good social skills pehaps Wow i may even have a mind of my own having to of commanded them! and doing a degree in Systems Engineering i think i will go far in life don't you? :rolleyes:

I was just letting you know i give out advice based on the current state of laws etc, NOT on what i think of a persons attitude. (I would still give advice to you now if you asked, i try to be unbias as i know not of who/what you are or may become)

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Subject: Flame Terror  
Posted by [Captkurt](#) on Mon, 14 Apr 2003 19:04:31 GMT  
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Halo38Captkurt01Halo38I would help you but i'm affraid i might get caught up in assisting copyright violations issues, sorry.

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This is a good thing Halo38, my bad, I can admit when I'm wrong, and I apologize. I also have an EE degree. Cool man, but my passion is mapping, modeling and ladies. Oooooohhhh yea..

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