

---

Subject: Bug in flamer

Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Take the armor.ini from always.dat, extract it to your mod's ini folder. It should overwrite the old armor.ini in there. It shouldn't even be a problem unless you're doing a map in a package format instead of mix.

---