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Subject: why are buidlings still getting wasted by flame tanks?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 13:10:00 GMT

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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 ]

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