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Subject: Another Problem: Flame Tank Crashes Renegade :(

Posted by [Anonymous](#) on Tue, 10 Dec 2002 15:36:00 GMT

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quote:Originally posted by nvm6w3:k thanks that fixed the crashing, but now the flame tank can destroy any and all buildings in less than 4 seconds!? how do i get it back to doing normal damage?I believe it will have to be a .mix map. Not sure, but I had the same problem and the .mix did the trick.

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