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Subject: MAJOR buliding Problem

Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:46:00 GMT

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The default armor.ini file is all wrong for buildings, and it causes flames to easily destroy them. This wasn't relevant until the new patch came out, which supported the use of custom ini files in mod pkgs. Once you export to a .mix file, you won't have this problem anymore.

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