
Subject: Maps that Have BIG BUGS...effect gameplay a lot.

Posted by [Alkaline](#) on Thu, 22 Jul 2004 15:07:48 GMT

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FerhagoWell if people would bother to read Aircraftkillers readme's on how to fix it. There wouldn't be as many problems

Actually thier still would be problems :rolleyes:

e.g you can't have C&C_Basin.mix & C&C_BasinTS.mix in your data folder because if you do C&C_BasinTS.mix will not work properly. This is because the original basin causes a conflict (conyard) ACK does not mention this in any of his readmes so how the hell is one supposed to know. The basin bug effects Mars and other maps using the conyard.

Country_Meadows causes the same problem.
