Subject: PCNC's guide to playing C&C 95 over a LAN connection
Posted by Sir Phoenixx on Thu, 23 Dec 2004 01:48:07 GMT
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Would anyone know how to make C&C95 able to play multiplayer with AI players, without being online or on a network? Kind of like skirmish in any of the later C&C games. Maybe fool it into thinking it's connected to another computer on a network/serial/null-modem/etc., so it'll allow a game to be created with AI players? (Or how to disable the there-must-be-players-to-create-the-game so it can just do AI players...)