
Subject: Re: C&C95 multiplayer fix!

Posted by [RA95_Fan](#) on Thu, 01 Feb 2007 13:16:40 GMT

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Um, about the C&C95 fix. I can't clearly understand how to make it work for RA1 or anything...

This thipx32.dll file doesn't seem to have anything conneted to the C&C95 fix.
