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Subject: Re: C&C95 multiplayer fix!

Posted by [Jerad2142](#) on Mon, 17 Dec 2007 02:35:20 GMT

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I would be controlled by a section called [Base] in the map it self. This listing under that would tell the AI the positions of where to build. But it would be best just to play RA95 as that ai is a lot better.

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