Subject: RE: Hi, I have two problems, can ne1 fix them?
Posted by General Havoc on Fri, 19 Sep 2003 09:44:29 GMT
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it do wrong?

file. Simply replace the armor.ini in the modfolder/always/ini/ directory with the armor.ini from always.dat, it seems that there is some weird armor settings against flames that make them overload the game engine.

Q: I tried my map and none of the base defenses work? Why not?

Tools\<ModName>" directory

for every new level you make.

Yes this is in the forum but not the easiest post to find when searching. Also if I had the chance to reply I would have given the link to the FAQ. http://www.renhelp.co.uk/Tutorials/FAQ also more tutorials at http://www.renhelp.co.uk