Subject: C&C95 multiplay fix!
Posted by Sir Kane on Mon, 15 Aug 2005 08:31:09 GMT
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Scorpio9a and I proudly present you our network fix for C&C95.
After many years without working C&C95 multiplay (in NT kernel OS'), you can finally do so again!

But remember, this is a beta. Post all bugs you may find in this thread.

You can download it here: http://www.understorm.net/dump/cnc95mp_b1.zip

Have fun playing!

Note: This is EA approved

Subject: Re: C&C95 multiplay fix!
Posted by idebo on Mon, 15 Aug 2005 09:38:07 GMT
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Wow, very nice!

installs C&C95 again

EDIT: Too bad it doesn't work... says I need a cd. I've read the readme that came with it and done that to play it. Still doesn't work. Anyone ideas?

Subject: Re: C&C95 multiplay fix!
Posted by Sir Kane on Mon, 15 Aug 2005 09:54:03 GMT
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It's the game complaining about the CD, not our fix. We are working on something else ralating to that though.

Subject: Re: C&C95 multiplay fix!
Posted by idebo on Mon, 15 Aug 2005 10:00:08 GMT
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Yeah, sorry, I was talking about the game. In the readme it says I need to add '-cd' (minus the quotes) behind the target in Target on a shortcut on my deskop.

Subject: Re: C&C95 multiplay fix!

Posted by Majiin Vegeta on Mon, 15 Aug 2005 10:17:19 GMT
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nice work guys

Subject: Re: C&C95 multiplay fix!
Posted by Demolition man on Mon, 15 Aug 2005 12:43:50 GMT
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does it work for the DOS version?

Subject: Re: C&C95 multiplay fix!
Posted by tooncy on Mon, 15 Aug 2005 13:36:15 GMT
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Awesome. Just awesome. Good job Silent Kane.

Subject: Re: C&C95 multiplay fix!
Posted by Ma1kel on Mon, 15 Aug 2005 13:46:20 GMT
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Very nice, pitty I can't install C&C because the CDs are complaining about something.

Subject: Re: C&C95 multiplay fix!
Posted by tooncy on Mon, 15 Aug 2005 14:21:19 GMT
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Won't start:

And after I click through that:

Subject: Re: C&C95 multiplay fix!
Posted by Ma1kel on Mon, 15 Aug 2005 14:25:37 GMT
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Is there also a RA95 version of this?

Subject: Re: C&C95 multiplay fix!
Posted by Sir Kane on Mon, 15 Aug 2005 15:13:41 GMT
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You need to play with the video settings in CCSETUP.EXE. I have them set to 640x480, backbuffer in video memory and allow hardware filled blits. Compatibility mode is Windows 95 and visual styles off.

As for "Awesome. Just awesome. Good job Silent Kane.", you need to thank Scorp as well, he did alot work for it.

Subject: Re: C&C95 multiplay fix!
Posted by tooncy on Mon, 15 Aug 2005 15:20:57 GMT
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Works fine now   . And thank you too Scorpio. Great work, both of you.

Subject: Re: C&C95 multiplay fix!
Posted by Majiin Vegeta on Mon, 15 Aug 2005 16:12:12 GMT
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Ma1kel wrote on Mon, 15 August 2005 15:25Is there also a RA95 version of this?

i believe there are a few patch's already out for this i remember playing a few clan mates at it.. was fun

---

Subject: Re: C&C95 multiplay fix!
Posted by Scorpio9a on Mon, 15 Aug 2005 17:05:31 GMT
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this dll is compatible with RA95 2.00 and lower, its not used with the 3.0 version.

Subject: Re: C&C95 multiplay fix!
Posted by cmatt42 on Mon, 15 Aug 2005 22:19:01 GMT
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Yes! I can't wait to use this.

Subject: Re: C&C95 multiplay fix!
Posted by YSLMuffins on Tue, 16 Aug 2005 01:08:48 GMT
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Wow, I had déjà vu at this thread. I thought you already had this accomplished SK/Scorp?

Subject: Re: C&C95 multiplay fix!
Posted by sterps on Tue, 16 Aug 2005 02:15:23 GMT
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Is this just for Network games of C&C95 or does this fix the bug for trying to play c&c95 over Wchat

---

Subject: Re: C&C95 multiplay fix!
Posted by Chronojam on Tue, 16 Aug 2005 03:53:01 GMT
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RA v3 runs fine without patches on 2000/XP just like TS does.

Subject: Re: C&C95 multiplay fix!
Posted by Sir Kane on Tue, 16 Aug 2005 06:45:22 GMT
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YSLMuffins wrote on Mon, 15 August 2005 20:08Wow, I had déjà vu at this thread. I thought you already had this accomplished SK/Scorp?
I was working on it before, but it had massive problems. Scorp with his leet winsock (and everything else) skills fixed it. I made the configuration application.

sterps wrote on Mon, 15 August 2005 21:15Is this just for Network games of C&C95 or does this fix the bug for trying to play c&c95 over Wchat
It does work for both, LAN games and internet games. But unlike wchat this can be used to play with four players at once.

Subject: Re: C&C95 multiplay fix!
Posted by sterps on Tue, 16 Aug 2005 09:34:21 GMT
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Do i just extract the contents to the c&c95 folder? and does this work with windows 98se?

Subject: Re: C&C95 multiplay fix!

Posted by Sir Kane on Tue, 16 Aug 2005 11:15:59 GMT
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Yes, extract it to the C&C95 folder. Hasn't been tested with 98se, but that's what beta is for

Subject: Re: C&C95 multiplay fix!
Posted by Majiin Vegeta on Tue, 16 Aug 2005 15:22:53 GMT
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so um.. who wants a game.. i've not played this game in ages.. cannot find anyone to play against

Subject: Re: C&C95 multiplay fix!
Posted by JPNOD on Tue, 16 Aug 2005 17:27:33 GMT
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Good job on the fix. I might actually install this game again.

Subject: Re: C&C95 multiplay fix!
Posted by Majiin Vegeta on Tue, 16 Aug 2005 20:10:35 GMT
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anybody who is interested in setting up some games with others join #C&C95 on n00bstories IRC

i'm finding it hard to find people so if everyone gathers are one spot...

Subject: Re: C&C95 multiplay fix!
Posted by sterps on Wed, 17 Aug 2005 00:29:54 GMT
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I will happily play you, when i get the time, possibly tomorrow or the weekend.

Subject: Re: C&C95 multiplay fix!
Posted by Zonekill9 on Wed, 17 Aug 2005 04:10:14 GMT
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Anyone can say if it works on WCHAT ?

Because im gona give my Nod CD to my friend so we can play together .

Oh and, Contact me on MSN if you wanna play.

Subject: Re: C&C95 multiplay fix!
Posted by Sir Kane on Thu, 18 Aug 2005 08:09:04 GMT
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It doesn't work with WCHAT, but you can play without it using the mpsetup.exe. This allows 2-4 players to play in a game.

Subject: Re: C&C95 multiplay fix!
Posted by tooncy on Thu, 18 Aug 2005 14:01:59 GMT
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Okay, I'm having some trouble with this again. When I make a LAN game within my home network I can play just fine, but when I get online my computers don't seem to connect to one another. I have tried this with 2 computers, both running XP, both hosting once, and I even tried it over a VPN (with LAN settings for that of course) but none of it seems to work. Both computers run fine in LAN mode, but they just won't work over the internet. Are there some ports I need to open on my router for this program, or is there something else that I need to do?

Subject: Re: C&C95 multiplay fix!
Posted by Scorpio9a on Thu, 18 Aug 2005 18:06:03 GMT
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Port 5000 UDP needs to be open on both sides other wise it won't work.

Subject: Re: C&C95 multiplay fix!
Posted by sterps on Fri, 19 Aug 2005 06:53:07 GMT
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Me and goarmy were having trouble using this. But we will try opening port 5000 on his side. BUt anyway, thanks, your little patch seems to make playing internet games through Wchat work on xp now

---

Subject: Re: C&C95 multiplay fix!
Posted by Renerage on Fri, 19 Aug 2005 07:11:53 GMT
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GJ

Subject: Re: C&C95 multiplay fix!
Posted by Majiin Vegeta on Fri, 26 Aug 2005 10:55:53 GMT

comepletely forgot about this

SK or scorpy are you planning on releasing an updated version that lets us.. *cough* warez monkehs *cough* forward "-cd blah" to the C&C95.exe?

Subject: Re: C&C95 multiplay fix!
Posted by Delphi on Wed, 07 Sep 2005 10:51:52 GMT

Hello everyone,

I just found the link to your multiplayer fix yesterday (great idea and great work of you guys). Unfortunately I can´t get it to work. I tested it with 3 different PCs over LAN, Internet and even VPN with no success. The settings were used as stated above (Win 95 compatibility, visual Styles off, Router UDP Port 5000 opened for Internet play, no firewall used etc.). 2 PCs are running Win XP, one is running Win 2K. The Network menu can be accessed, but I can´t see other players in the lobby or games of other players.

My question is wheter there is anybody who managed to get this program working and could help me in any way. Also I´d like to know if this program is still being worked on, as I´ve seen it´s currently in beta stage. I´d be thankful for any kind of help because playing C&C 95 over LAN with 4 Player support is something I´ve been dreaming of for a long time

Btw., I´m using the german version of C&C 95, I don´t know if this is important, but perhaps this could be related to the problem.

edit: Just forget my posting, after endless tries I reinstalled my C&C and now your fix is working just fine. Thanks a lot, a really great piece of software.

Subject: Re: C&C95 multiplay fix!
Posted by cmatt42 on Sun, 18 Sep 2005 03:33:35 GMT

Er, unfortunately, I can't get it to work. I played around with the settings that were suggested, but it was a flop. I keep getting permission errors. :\

Subject: Re: C&C95 multiplay fix!
Posted by Myg- on Wed, 28 Sep 2005 00:19:59 GMT

Commendations and thanks for all your efforts on trying to get C&C TD working as it should be!

In responce to general problems: the fix for the error when trying to Connect/Host is to enable windows 95 compatibility on the MPSetup.exe, not just C&C95.

And what is the current purpose of this?

"LookUpServer=horus.understorm.net"
 I can guess, but doesnt seem usable at this time.

Also, could you outline how this program + dll works? I am quite interested out of my own curiosity. Plus a timescale to your next release and possibly some progress reports?

Thank you for your time.

Subject: Re: C&C95 multiplay fix!
Posted by Myg- on Wed, 28 Sep 2005 15:22:56 GMT
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Ive found my problem for playing over LAN, as it was explained to me, the program only enumerates LAN IP's in the following range 10.*.*.* and 192.168.*.*

To play over lan, change your DHCP assigning adress to conform to those above, to make it work.

Subject: Re: C&C95 multiplay fix!
Posted by Kanezor on Wed, 28 Sep 2005 17:54:45 GMT
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Myg- wrote on Wed, 28 September 2005 10:22Ive found my problem for playing over LAN, as it was explained to me, the program only enumerates LAN IP's in the following range 10.*.*.* and 192.168.*.*

To play over lan, change your DHCP assigning adress to conform to those above, to make it work.
Eww--

Subject: Re: C&C95 multiplay fix!
Posted by Scorpio9a on Tue, 11 Oct 2005 13:52:13 GMT
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New version available (RC):

---

http://www.understorm.net/dump/cnc95mp_rc.zip

This new release fixes some minor problems.

Extract contents of the above zip file in your C&C95 directory and read mpreadme.txt for the rest of the installation.
This is a full installation, you don't need the old beta version.

Subject: Re: C&C95 multiplay fix!
Posted by Olaf van der Spek on Tue, 08 Nov 2005 12:20:17 GMT
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How can you pass arguments (like -cd) to the main C&C executable?

Subject: Re: C&C95 multiplay fix!
Posted by murdo on Thu, 26 Jan 2006 12:38:32 GMT
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I have updated this little prog (which is just awesome by the way!) to inlcude the correct version number, as well as the WindowsXP Style manifest.... is this ok to distribute? Also, if you add ";" in front of the line "LookUpServer=horus.understorm.net" in "thipxcfg.ini" then in loads a lot quicker (if you only want to play LAN, like me)

Subject: Re: C&C95 multiplay fix!
Posted by seagull on Thu, 02 Feb 2006 23:36:22 GMT
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the links are broken! can you fix them?

Subject: Re: C&C95 multiplay fix!
Posted by DreamWraith on Thu, 09 Feb 2006 21:05:39 GMT
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http://files.filefront.com/cnc95mp+rczip/;4738717;;/fileinfo .html

---

Subject: Re: C&C95 multiplay fix!
Posted by warstompy on Sat, 11 Feb 2006 00:41:56 GMT
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Still wont work either has an error or never connects.

Subject: Re: C&C95 multiplay fix!
Posted by Jarzka on Sat, 11 Feb 2006 08:46:00 GMT

What the heck I do with this fix, if I don't have the original CD and The First Decade DVD doesn't work whit this?

EDIT: By the way, I can't add "-cd." in to the original C&C95.EXE. Can you guys help me. I _really_ want to play over lan.

Subject: Re: C&C95 multiplay fix!
Posted by HeXetic on Sat, 11 Feb 2006 20:56:06 GMT

After finally having the time to test it myself with another #planetcnc-er, I've mirrored this on FilePlanet and posted about it on the PCNC front page:

http://www.fileplanet.com/dl.aspx?/planetcnc/tiberiandawn/ut ilities/cnc95mpfix.zip

---

Subject: Re: C&C95 multiplay fix!
Posted by victor_code47 on Mon, 20 Feb 2006 07:52:04 GMT

Well there seem to be a small problem with the patch for me..
I manage to replace and put the files into my directory and run accordingly to the readme.. But when ingame, apparently everytime i move my cursor to either direct soldiers or highlight things, i suffer from a severe lag spike. Apparently it only happens when i move my cursor.. Any solution?

Subject: Re: C&C95 multiplay fix!
Posted by raymanzrek on Sun, 05 Mar 2006 09:05:46 GMT

When i start this mpsetup and get to the lobby after pressing network, i can't see my friend there. I have read the readme and done everything it says there and put firewall off and everything, but still it doesn't work.

Subject: Re: C&C95 multiplay fix!
Posted by zunnie on Wed, 24 Jan 2007 18:45:45 GMT
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Anybody have a working download for this?

Subject: Re: C&C95 multiplay fix!
Posted by cmatt42 on Wed, 24 Jan 2007 20:52:52 GMT
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zunnie wrote on Wed, 24 January 2007 12:45Anybody have a working download for this?
Three posts above yours, dude.

HeXetic wrote on Sat, 11 February 2006 14:56After finally having the time to test it myself with another #planetcnc-er, I've mirrored this on FilePlanet and posted about it on the PCNC front page:

 http://www.fileplanet.com/dl.aspx?/planetcnc/tiberiandawn/ut ilities/cnc95mpfix.zip

---

Subject: Re: C&C95 multiplay fix!
Posted by zunnie on Wed, 24 Jan 2007 21:31:18 GMT
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Preferably one that is less ghey and does not require you to
signup just do download a file..

But, fine, ill signup lol and download it, if its free that is...

[edit]
http://www.game-maps.net/index.php?action=file&id=679

Anyone who is just as lazy as i am to signup JUST to download
something, you can download it here, no signup, no fees, no wait,
no stupid adds, no ghey popups, did i forget anything?...

...

Subject: Re: C&C95 multiplay fix!
Posted by icedog90 on Thu, 25 Jan 2007 01:09:04 GMT
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Nevermind, you edited your post. I would have sent it to you though.

Subject: Re: C&C95 multiplay fix!
Posted by RA95_Fan on Mon, 29 Jan 2007 10:38:04 GMT
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I have an imporatant question about this multiplay fix. I really wanted to find out if it works with RA95 and more importantly with Mini RA 3.03.

If not, is there a similar program that is suited for RA1?

-Thank you

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Wed, 31 Jan 2007 18:52:20 GMT
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And you said it works for RA to, awesome this thread gets five stars.

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Wed, 31 Jan 2007 20:22:55 GMT
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I know my computer has a TCP LAN card in it, but if my memory serves me correct C&C 95 and RA1 did not like TCP they used some other connection type like ICP or something like that, does this fix it (same deal occurs with Tib Sun and RA2)?

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Wed, 31 Jan 2007 22:12:18 GMT
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It works, Silent Kane and Scorpio9a have done more for C&C95 and RA1, then EA has in its entire existence. Its kind of sad but the only reason I bought a new computer was so I could play RA multiplayer (because I only use to have one computer) and in the end it didn't worked (Ra multiplayer that is). That was three years ago, and just now I find this link. Ah well. It works now and I can play all the mods I made for RA long ago so I am Happy.
Also the link for provided at the start of this post doesn't work anymore so here is the working one. http://www.understorm.net/

Could you guys do the same thing for Tib Sun and RA2 (for multiplayer LAN, Internet obviously works fine)? What I mean is could you make Tib Sun and RA2 use TCP instead of IPX like what you have done for RA1 and C&C95?

Subject: Re: C&C95 multiplay fix!

Posted by RA95_Fan on Thu, 01 Feb 2007 13:16:40 GMT

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.

Subject: Re: C&C95 multiplay fix!
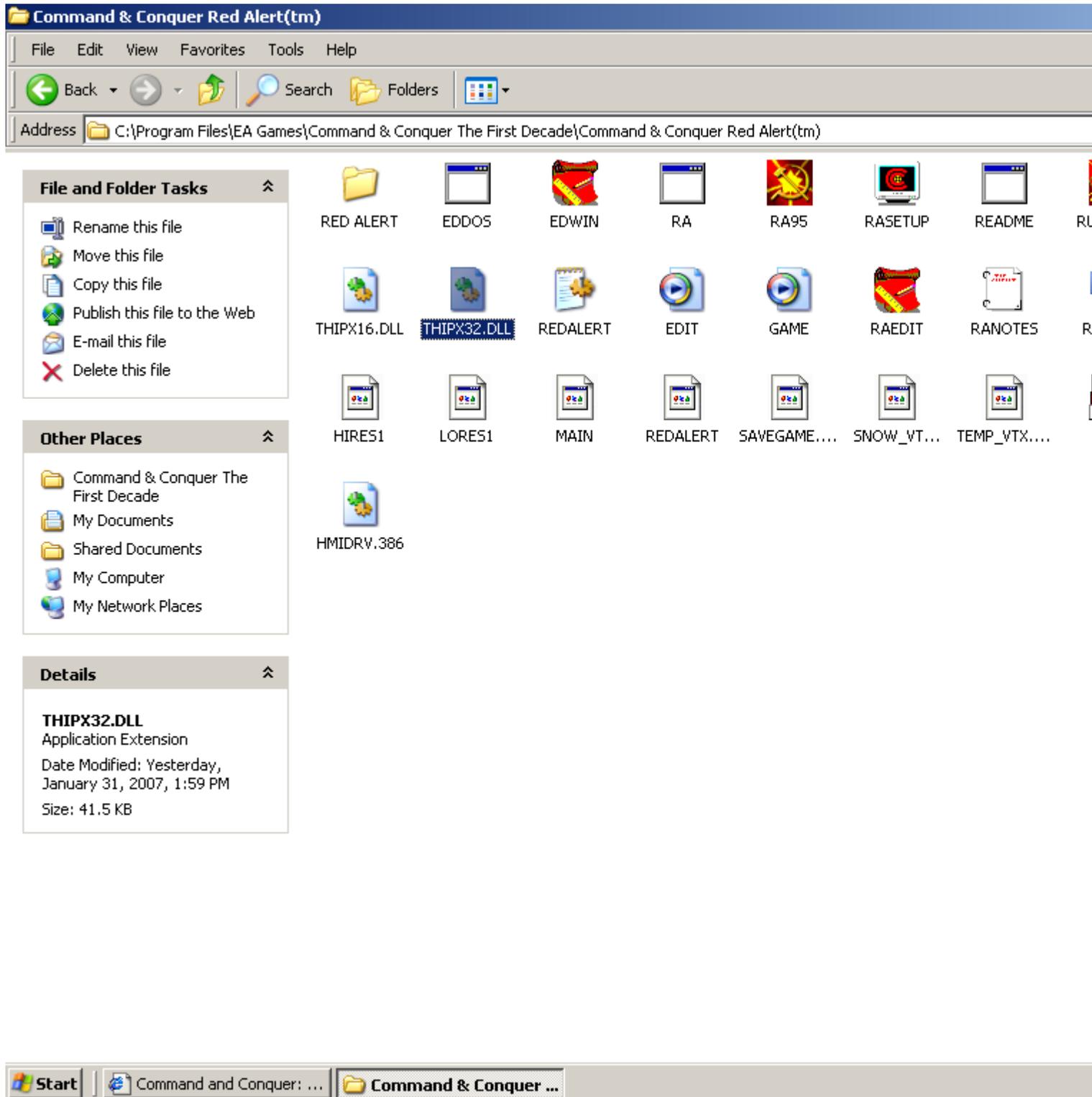Posted by Jerad2142 on Fri, 02 Feb 2007 06:44:24 GMT

Copy and past it in, like so.

Do the same thing for C&C95.
The only thing I have seen change was a network option appeared in the multiplayer menu. But I have 4 computers and thats enough for me.

File Attachments
1) New Bitmap Image.png, downloaded 1214 times

Command & Conquer Red Alert(tm)

File   Edit   View   Favorites   Tools   Help

Back ▾   ▾   Search   Folders

Address   C:\Program Files\EA Games\Command & Conquer The First Decade\Command & Conquer Red Alert(tm)

File and Folder Tasks

- Rename this file
- Move this file
- Copy this file
- Publish this file to the Web
- E-mail this file
- Delete this file

Other Places

- Command & Conquer The First Decade
- My Documents
- Shared Documents
- My Computer
- My Network Places

Details

THIPX32.DLL
Application Extension
Date Modified: Yesterday, January 31, 2007, 1:59 PM
Size: 41.5 KB

RED ALERT   EDDOS   EDWIN   RA   RA95   RASETUP   README   RU

THIPX16.DLL   THIPX32.DLL   REDALERT   EDIT   GAME   RAEDIT   RANOTES   R

HIRES1   LORES1   MAIN   REDALERT   SAVEGAME....   SNOW_VT...   TEMP_VTX....

HMIDRV.386

Start | Command and Conquer: ... | Command & Conquer ...

Subject: Re: C&C95 multiplay fix!
Posted by RA95_Fan on Sat, 03 Feb 2007 09:26:06 GMT
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BTW, From what I get the C&C95 Fix ain't no longer compatible...
I really don't want to go back on Hamachi, GSA, or Kali again.
They ain't really workable with RA95.

Subject: Re: C&C95 multiplay fix!
Posted by Dover on Tue, 06 Feb 2007 12:01:00 GMT
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I would love to try this, but my C&C 95 (And RA1) lock up within the first 3-7 seconds of gameplay. Any help for that?

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Tue, 06 Feb 2007 15:16:43 GMT
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First Decade or Original games?

Subject: Re: C&C95 multiplay fix!
Posted by Dover on Wed, 07 Feb 2007 03:04:59 GMT
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The RA1 is original back from the first year it came out (Although I do have The Aftermath installed). I lost my original C&C 95, so I use the copy I got when I pre-ordered C&C 3.

Subject: Re: C&C95 multiplay fix!
Posted by Dover on Wed, 07 Feb 2007 03:05:55 GMT
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Before I forget, I also get the same bug(?) on my less-than-legal copy of Sole Survivor, which makes sense, since all three games use the same engine.

Subject: Re: C&C95 multiplay fix!
Posted by RA95_Fan on Thu, 08 Feb 2007 10:16:19 GMT
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And uh what about um, the C&C95 fix and not the thipx32.dll.. Can someone please fill me in on that.

Or does Thipx32 need to be put in a RA1 folder for C&C95 fix to work?

Subject: Re: C&C95 multiplay fix!
Posted by Majiin Vegeta on Sat, 01 Sep 2007 10:22:13 GMT
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the game has gone gold if anybody is interested so you can download for free

http://www.shacknews.com/onearticle.x/48749

thought i'd bring this topic back to life for a second as well

---

Subject: Re: C&C95 multiplay fix!
Posted by EvilWhiteDragon on Sat, 01 Sep 2007 23:14:51 GMT
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Majiin Vegeta wrote on Sat, 01 September 2007 12:22the game has gone gold if anybody is interested so you can download for free

http://www.shacknews.com/onearticle.x/48749

thought i'd bring this topic back to life for a second as well
I must say, that's above average coolness from EA.

normally they are as cool as molten lava

Subject: Re: C&C95 multiplay fix!
Posted by cmatt42 on Sun, 02 Sep 2007 03:41:46 GMT
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Erm, the game went gold 12 years ago.

Subject: Re: C&C95 multiplay fix!
Posted by Starbuzz on Sun, 02 Sep 2007 04:31:38 GMT
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cmatt42 wrote on Sat, 01 September 2007 23:41Erm, the game went gold 12 years ago.

LOL

Subject: Re: C&C95 multiplay fix!
Posted by havoc9826 on Sun, 02 Sep 2007 05:08:13 GMT
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I'm reuploading the file because the old understorm link died a long-ass time ago, and because http://www.understorm.net/thipx/ has only one of the files that was in that package.

File Attachments
1) cnc95mp_b1.zip, downloaded 337 times

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Sun, 07 Oct 2007 05:47:51 GMT
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I really think this should have a sticky.

Subject: Re: C&C95 multiplay fix!
Posted by The Elite Officer on Mon, 08 Oct 2007 16:53:10 GMT
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It is possible to get like an AI skirmish version to this, because I want to do that for C&C 95 except that is the only game that does not have it.

Subject: Re: C&C95 multiplay fix!
Posted by _SSnipe_ on Mon, 08 Oct 2007 20:10:32 GMT
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cool thanks

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Wed, 10 Oct 2007 02:10:43 GMT
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The Elite Officer wrote on Mon, 08 October 2007 10:53It is possible to get like an AI skirmish version to this, because I want to do that for C&C 95 except that is the only game that does not have it.
CnC Gold has ai in multiplayer, but it doesn't work on vista (CnC Gold that is).

Subject: Re: C&C95 multiplay fix!
Posted by Jerad2142 on Wed, 10 Oct 2007 12:43:18 GMT
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I assume the only way to get AI in the map in multiplayer (over the internet) is by placing it on the map?

Subject: Direct IP Program for RA95
Posted by Jerad2142 on Thu, 11 Oct 2007 00:46:15 GMT
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Is there a direct IP program for RA95?

Subject: Re: Direct IP Program for RA95
Posted by rm5248 on Thu, 11 Oct 2007 19:45:22 GMT
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Jerad Gray wrote on Wed, 10 October 2007 19:46Is there a direct IP program for RA95?

No, I've tried this with RA95 and it doesn't work.   It would only need a few modifications though....
 The closest thing that you can get is hamachi.

Subject: Re: Direct IP Program for RA95
Posted by Jerad2142 on Fri, 12 Oct 2007 01:40:54 GMT
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hamachi?
I would google it but that seems like that type of word that I would get really weird stuff.

Subject: Re: C&C95 multiplay fix!
Posted by havoc9826 on Fri, 12 Oct 2007 05:42:35 GMT
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https://secure.logmein.com/products/hamachi/vpn.asp?lang=en
http://hamachi.cc/download/list.php
http://en.wikipedia.org/wiki/Hamachi

Subject: Re: C&C95 multiplay fix!
Posted by trunkskgb on Sun, 16 Dec 2007 00:07:54 GMT
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Well, I created a topic about this without seeing this one.

Anyway, I got multi-player working. However, and this feature was the same way like 10 years
ago when I last tried it...the AI doesn't make a BASE. So after they rush you, it's over and it's
like....wtf? I didn't even have time to build Obelisk. :\

Anyway, is there anyway someone can edit the AI so that they'll make a based and attack and/or
defend?

I've been searching for hours today for C&C95 utilities and I've found nothing of this nature.

Subject: Re: C&C95 multiplay 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.

Subject: Re: C&C95 multiplay fix!
Posted by trunkskgb on Tue, 18 Dec 2007 18:25:49 GMT
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So, you're telling me it can't be done? Even though I still play RA95,in all honesty playing RA95 will not "cure" me of my desire to comp stomp with my brother or any of my other friends in C&C 95. It's 2 totally different games. Playing the campaigns are fun, but it's just not a comp stomp.

 If someone can point me in the right direction on how to make the AI do this, pleae give me some pointers and I'll try it myself. I think it would be a good thing. By doing this you'd be making more people happy because now there's 2 "new" ways to play C&C95 online, instead of just people vs people.