Subject: Yet another Problem: Flame Tanks kill to fast!!
Posted by Anonymous on Wed, 11 Dec 2002 00:20:00 GMT
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Ok. i got the flame tank to stop crashing the game, but now the flame tanks (for some strange reason) destoy building super fast (like refinery's die in less than 4 seconds).. this only affect buildings though... when it attacks other units, it is jsut like it is doing normal damage..any ideas on how to fix this?

Subject: Yet another Problem: Flame Tanks kill to fast!!
Posted by Anonymous on Wed, 11 Dec 2002 00:22:00 GMT
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Okay, whatever...Just open Always.dat, stop making new topics about this already known bug, extract the Armor.ini from the dat file and replace the Armor.ini in your mod folder with it.There, problem solved. I don't want to see anymore topics about this problem. You could easily have used the search feature of the board.

Subject: Yet another Problem: Flame Tanks kill to fast!!
Posted by Anonymous on Wed, 11 Dec 2002 00:24:00 GMT
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woops.... i didn't ealize that it was already posted soewhere else.. i look and i didn't see anything... sorry everybody.. won't happen again