
Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sat, 28 Dec 2002 10:43:00 GMT

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somebody asked this b4 but i cant find the post and i cant remember the answer. I got the flame tank to stop crashing the gamebut now it takes out a building in a few seconds. How do i stop that?

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sat, 28 Dec 2002 11:39:00 GMT

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either you havent properly placed the building controllers or did you add the buildings as tiles. The buildings will only work if they are added as part of the terrain.

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sat, 28 Dec 2002 11:49:00 GMT

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you musst only replace the armor.ini with a new armor.ini.

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sat, 28 Dec 2002 13:36:00 GMT

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get xcc mixer or renegade ex and open always.dat i think its in there

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sat, 28 Dec 2002 13:50:00 GMT

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lol i'm an idiot i can't believe i didnt think of that lol

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sun, 29 Dec 2002 00:23:00 GMT

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quote: you musst only replace the armor.ini with a new armor.ini.what new armour.ini where do i get it from?its not like 600,000kbs is it?

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sun, 29 Dec 2002 01:45:00 GMT
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or simple make a new mod package. Than go to the folder of the new package an copy the armor.ini

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:27:00 GMT
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quote:Originally posted by Sparxxx:or simple make a new mod package. Than go to the folder of the new package an copy the armor.iniNada. You have to get the armor.ini file from the Always.dat file. It is the correct one.

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Mon, 30 Dec 2002 00:18:00 GMT
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Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Tue, 31 Dec 2002 05:41:00 GMT
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so i just switch the armor.ini from always.dat (or the new mod package armor.ini) and delete the armor.ini thats already in my mod foler?

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Wed, 01 Jan 2003 13:36:00 GMT
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i put the armor.ini file into my mod folder but the buildings still get wasted in a few seconds

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Wed, 01 Jan 2003 14:07:00 GMT
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ok now i's completely cocked. I tried generating the path find thingy again and discarded the vis data and regenerated it or whatever and now the life of the building dussnt even go down it just blows up.

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Wed, 01 Jan 2003 22:28:00 GMT
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Sounds like it's got a rat up its a**

Subject: my flame tank wastes buildings in 2 seconds
Posted by [Anonymous](#) on Wed, 01 Jan 2003 22:29:00 GMT
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I NEED SISSORS!alig21 61!!!!!!!
