
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>

Subject: RE: Hi, I have two problems, can ne1 fix them?
Posted by [Halo38](#) on Fri, 19 Sep 2003 14:50:49 GMT
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Saint Havoc to the rescue!

Subject: RE: Hi, I have two problems, can ne1 fix them?
Posted by [kawolsky](#) on Fri, 19 Sep 2003 16:51:07 GMT
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Halo38Saint Havoc to the rescue!

again

Subject: RE: Hi, I have two problems, can ne1 fix them?
Posted by [General Havoc](#) on Sun, 21 Sep 2003 08:59:47 GMT
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I enjoy helping people out because I know how hard it was for me when starting off. I wouldn't

know what I do today if it wasn't for the Renegade community, some people have been more help than others but thats the way it just works. I will continue to help out as well.

Subject: RE: Hi, I have two problems, can ne1 fix them?
Posted by [pulverizer](#) on Sun, 21 Sep 2003 09:18:38 GMT
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:thumbsup:
