
Subject: Errr....problem

Posted by [Matt2405](#) on Wed, 17 Dec 2003 15:44:06 GMT

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In my mod it has all sorts of new things, new vehicles, new weapons, more turrets and a few ceiling guns. All the new vehicles are purchaseable but! With the Nod flame tank it can destroy turrets and allsorts in seconds apart from it cannot do a single bit of damage to buildings!!! Why is this happening please? I kinda need to know how to fix it.

Subject: Errr....problem

Posted by [Aircraftkiller](#) on Wed, 17 Dec 2003 20:35:07 GMT

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Subject: Errr....problem

Posted by [General Havoc](#) on Wed, 17 Dec 2003 22:41:09 GMT

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I was about to post a reply to this with a link. Unfortunately my PSU cooked and blew a capacitor. I managed to repair it and i'm back now, so here is the reply:

<http://renhelp.co.uk/?faq=18#18>

Subject: Errr....problem

Posted by [Matt2405](#) on Thu, 18 Dec 2003 16:04:33 GMT

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Ok, thanks for the info.

Subject: Errr....problem

Posted by [Ferhago](#) on Thu, 18 Dec 2003 16:35:08 GMT

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Subject: Errr....problem

Posted by [FalconxI](#) on Thu, 18 Dec 2003 17:29:09 GMT

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That ones priceless. Couple of forums I visit could use that.
