Subject: C&C_MinesTS 2.1
Posted by Aircraftkiller on Mon, 24 Nov 2003 23:21:35 GMT
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It's out, fixes the Mammoth Tank problem.

Delete the C&C_MinesTS.thu file and overwrite the *.mix file with the one in the zip file, and you'll
be all set to go. Renegade will generate another *.thu file that will be fine.

http://www.cncden.com

Subject: C&C_MinesTS 2.1
Posted by npsmith82 on Tue, 25 Nov 2003 07:03:05 GMT
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What was the problem with it?

Subject: C&C_MinesTS 2.1
Posted by Sk8rRIMuk on Tue, 25 Nov 2003 07:08:08 GMT
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Installation instructions understodd, but argggggh got college now.

Guess I will have to play afterwards

Subject: C&C_MinesTS 2.1
Posted by bigwig992 on Tue, 25 Nov 2003 13:09:45 GMT
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I'll be sure to try this one out.

(PS. Sk8r, Donnie Darko is THE best movie EVER.)

Subject: C&C_MinesTS 2.1
Posted by NHJ BV on Tue, 25 Nov 2003 15:39:17 GMT
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Subject: C&C_MinesTS 2.1

Posted by DaveGMM on Tue, 25 Nov 2003 15:56:16 GMT

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The problem was that when you bought a Mammoth tank, it would get stuck in the bay, unable to be used normally.

That was a bitch, let me tell you

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