ReadMe for *Command & Conquer for Mplayer*

1) - Out of Sync Errors
2) - Lost connection to Remote Player

1) - Out of Sync Errors: At various times, you may see that during a game of Command & Conquer an out of sync message occurs. If this occurs, two things need to be done.

> **First**, in your Command and Conquer directory find the options.ini file. Have everyone in the game that failed with the Out of Sync error find their options.ini file. Have everyone send this file to Mplayer Tech support (support@mpath.com).

> **Second**, find the mptrace.txt file located in the Mplayer/System directory. Have everyone send this file to Mplayer Tech support.

2) - Lost connection to Remote Player: Command and Conquer is very sensitive to lost or delayed packets. When a packet is lost or delayed, Command and Conquer thinks the connection to that particular player is lost starting a 10 second timer. If the packet isn't received in 10 seconds, the remote player is dropped from the game. If this is you, then you will be dropped from the game and the computer AI will take over as your opponent. We are continuing to work with Westwood Studios to minimize this problem from occuring.