

Mplayer's ReadMe for *Command & Conquer*

- 1) - Out of Sync Errors
- 2) - Lost connection to Remote Player
- 3) - Support for Covert Operations

1) - **Out of Sync Errors:** At various times, you may receive an out of sync message. If this occurs, please two things need to be done.

First, have everyone in the game that failed with the Out of Sync error send their options.ini file in their Command and Conquer directories to Mplayer Tech support (support@mplayer.com).

Second, have everyone in the game send their mptrace.txt files located in the Mplayer/System directories to Mplayer Tech support (support@mplayer.com).

2) - **Lost connection to Remote Player:** Command and Conquer is very sensitive to lost and delayed packets. When a packet is lost or delayed, Command and Conquer thinks the connection to that particular player is lost and starts a 60 second countdown. If the packet isn't received within 60 seconds, the remote player is dropped from the game. If this is you, the computer AI will take over as your opponent. We're working with Westwood Studios to eliminate this problem.

3) - **Support for Covert Operations:** Mplayer supports the additional 10 maps of Command and Conquer The Covert Operations. After installing Covert Operations into your Command and Conquer directory, the additional maps will appear in the maps pulldown for Command and Conquer's Game Settings. If you want to play one using one of the Covert Operations maps, each of your opponents need to have Covert Operations installed or they can't join your game.