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Subject: C&C BasinTS is finished.

Posted by [Majiin Vegeta](#) on Wed, 18 Jun 2003 20:56:16 GMT

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AircraftkillerNo, wrong. The Power Plant isn't what's affected. It's the Construction Yard, and the older C&C Basin 1.0 conflicting with the C&C BasinTS 2.0. If you have 1.1, or just remote C&C Basin to begin with, BasinTS will work just fine.

sorry was half asleep yes i meant the conyard lol

i removed the basin 1.1 ...and it is fixed..biut how can basin.mix inflict with basin TC.mix? ...im confused

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