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Subject: Re: Red Alert2 & Yuris

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 15:43:03 GMT

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I have seen it slow down if a AI soldier gets stuck somewhere, and the computer will keep trying to move it and the more the computer tells him to move the slower it gets (so you should try different levels and see if it is just that specific level).

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