
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Tue, 18 Jun 2002 07:27:00 GMT

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I still can't get it to work in skirmish. My srvcfg_skirmish file is

```
this:[Settings]ModName=CnC_Under_AI.pkgTimeLimitMinutes=25RadarMode=1Port=4848IsDedicated=noIsAutoRestart=noIsPassworded=noIsQuickMatch=noIsLaddered=noRemixTeams=noCanRepairBuildings=yesDriverIsAlwaysGunner=yesSpawnWeapons=yesUseLagReduction=yesMapName00=Skirmish00.mixMapName01=CnC_Under_AI_Easy.lsdMapName02=CnC_Under_AI_Medium.lsdMapName03=CnC_Under_AI_Hard.lsdIsFriendlyFirePermitted=yesIsTeamChangingAllowed=yesIsClanGame=noMaxPlayers=1BaseDestructionEndsGame=yesBeaconPlacementEndsGame=yesStartingCredits=500Any tips?
```
