
Subject: Re: Skirmish Map

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 02:15:57 GMT

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You can also put a maplist into the svrcfg_skirmish.ini, but it will still play the original map first.

Here's an example of what the map list will look like: MapName00=C&C_Canyon.mix

MapName01=C&C_Hourglass.mix

MapName02=C&C_Mesa.mix

MapName03=C&C_Volcano.mix Then, after you finish the first round on C&C_Under, it will load Canyon. There will be no AI on the other maps, but at least you can run around, explore, and get an idea for rush tactics. You can see all the multimaps in the appropriate directory, just have the .mix filename as the map name. If you need a template, just make a dedicated (or non-dedicated, I suppose) server configuration and save the config. It will be an INI file that you named for it when you saved it. It will look exactly the same, and you can see how it manages the maplist and other variables.

Found it! Chaptercheats.com.
