

---

Subject: more maps for multiplayer practice

Posted by [Commander A9](#) on Mon, 02 Jun 2003 19:57:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is what the original file sghould look like:

```
[Settings]
TimeLimitMinutes=25
RadarMode=1
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=no
UseLagReduction=yes
IsFriendlyFirePermitted=no
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=1
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=400
```

Uh-oh! Ah, you'll have to add it manually. Just type in MapName00=C&C\_Under.mix, and the like. Put it like this:

```
[Settings]
TimeLimitMinutes=0
RadarMode=2
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
UseLagReduction=yes
MapName00=C&C_Under.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Glacier_Flying.mix
```

MapName03=C&C\_Field.mix  
MapName04=C&C\_Complex.mix  
MapName05=C&C\_Walls.mix  
MapName06=C&C\_Canyon.mix  
MapName07=C&C\_Hourglass.mix  
MapName08=C&C\_Islands.mix  
MapName09=C&C\_City.mix  
MapName10=C&C\_Volcano.mix  
MapName11=C&C\_Mesa.mix  
MapName12=C&C\_Walls\_Flying.mix  
IsFriendlyFirePermitted=no  
IsTeamChangingAllowed=yes  
IsClanGame=no  
MaxPlayers=1  
BaseDestructionEndsGame=yes  
BeaconPlacementEndsGame=yes  
StartingCredits=5000

This mode will have your radar reveal the enemy, give you \$5000 to start out, spawn weapons and crates, and disable the time limit. Friendly fire is off.

---