Subject: Re: The multiplayer practice mode
Posted by npsmith82 on Sat, 21 Jun 2003 20:00:17 GMT
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GoldDanielcan you change the map? :sleepy:

You can manually change the map yourself, by editing the "svrcfg_skirmish.ini" in your Renegade\Data directory. You will always begin on C&C_Under regardless of which maps you write in the INI file, so just win on this first map then your custom maps will follow. Also, no default installed Westwood Studios maps will have AI bots to fight against.

Add the following lines to the INI file.
Quote:MapName01=C&C_Field.mix
MapName02=C&C_Complex.mix
MapName03=C&C_City.mix

However, you can download a user friendly utility that i made a while back to configure advanced skirmish settings, including friendly fire, starting credits, radar settings, map changes and more. You can download it here.

To download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.