
Subject: multiplayerpractice

Posted by [npsmith82](#) on Wed, 23 Jul 2003 03:09:34 GMT

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yahoohow do i rotate the map

You can manually change the map rotation 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/lose on this first map then your custom maps will follow.

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 that'll do all the hard work for you (advanced skirmish settings such as friendly fire, starting credits, radar settings, map changes, weapon spawns and more). You can download it [here](#).

The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at [modx.the-pitts.net](#).
