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Subject: Question about SP maps on MP  
Posted by [bisen11](#) on Sat, 11 Dec 2004 22:18:11 GMT  
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Ive got an edited version i made and the regular version. If i name the map C&C\_M01 then other people would have to download it so i changed its name to M01 and changed the real M01 to something else. But when i edit the scrv\_g\_cnc to play it and all it still comes up with the original map and not my edited version. Anyone know how to change that?

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Subject: Question about SP maps on MP  
Posted by [bigwig992](#) on Sun, 12 Dec 2004 04:28:23 GMT  
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Uhh, your post is very confusing. Why would you rename your map to M01 and overwrite that mission? You should just name your map "C&C\_DudesMap" or something, than have them download it. As for the scrv\_g\_cnc, I have no idea why your messing with that for a multiplayer map.

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Subject: Question about SP maps on MP  
Posted by [bisen11](#) on Sun, 12 Dec 2004 05:12:31 GMT  
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Im not overriting it. Im changing the original maps name and then making the edited version as M01. Its a single player map not a regular one so im trying to make it so other people don't have to download it (ive seen it done online). as for scrv\_d\_cnc. I dont think you can start the rotation without editing it after youve started a map already.

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Subject: Question about SP maps on MP  
Posted by [Naamloos](#) on Sun, 12 Dec 2004 10:36:13 GMT  
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He means server sided maps... Something i wan't to know things about for sometime now...

But people don't seem to like giving info on it... :rolleyes:

What ever you are doing, i don't think the "scrv\_d\_cnc" has any use...

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Subject: Question about SP maps on MP  
Posted by [oxi](#) on Sun, 12 Dec 2004 14:27:54 GMT  
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NaamloosHe means server sided maps... Something i wan't to know things about for sometime now...

But people don't seem to like giving info on it... :rolleyes:

What ever you are doing, i don't think the "scrvd\_cnc" has any use...

there are many reasons why the info is very rare....

I know how to do it though but i have been told to keep my mouth shut so i will

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