Subject: AI Mods
Posted by Anonymous on Tue, 21 Jan 2003 18:36:00 GMT
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can someone give me some a good AI mod for multiplayer practice, maybe one made for sniping if possible, but just a good AI Mod.

Subject: AI Mods
Posted by Anonymous on Wed, 22 Jan 2003 01:09:00 GMT
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If your looking for AI maps, Dante has made some good ones. check his sig, for the link to his site. also I made a few, check out www.cncammo.comget the C&C_Clover_AI map. its a fun but tough AI battle. C&C_Pillars_AI map offers semi AI Tanks too. just watch the AI in the cave, they are really mad. then edit (with notepad)your svrcfg_skirmish.ini file in the ../data folderadd the linesmapname01= themapname.mixmapname02= thenextmap.mixwhere themapname.mix is replaced with the map U want to play.it will still run the original Practice map first.or get Dantes Renskirmish, it gives U a nice front end skirmish editor that has the MPLAN feel.and oh yeah, KANE LIVES!