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Subject: Multiplayer Practice

Posted by [WNxLaurie](#) on Wed, 05 Mar 2003 18:58:59 GMT

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Now I am sure that this has been asked before but here it is again

Is there anyway to make the Multiplayer Practice harder and get NOD into tanks via the command line or any mods/downloads I dont care I just want them to give me an office challenge,

Thanks for all replies

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Subject: Multiplayer Practice

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 19:23:38 GMT

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I know this would be kool but I don't think it is possible without some major scripting and replaceng teh skirmish map...

The only person I know that deals with AI well is Dante...

Anybody know anything more than I do on this topic.

-Sk8rRIMuk

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Subject: Multiplayer Practice

Posted by [L3f7H4nd3d](#) on Wed, 05 Mar 2003 19:41:38 GMT

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All multiplayer practice is good for is to show you the very basics of Multiplayer Online; I played in there for 5 minutes and haven't touched it since.

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Subject: Multiplayer Practice

Posted by [WNxTilly](#) on Wed, 05 Mar 2003 20:22:59 GMT

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Laurie, if you want to use mods and stuff make a 1 player LAN game and if the mod has bots in it then you can make it harder by having more bots.

Tilly

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Subject: Multiplayer Practice

Posted by [Griever92](#) on Thu, 06 Mar 2003 01:07:17 GMT

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if you want Bots in MP Practice, you'll have to get a map that already has Bots in it and put it into the rotation. Or, as tilly said, make a 1 player LAN game and use that same map.

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Subject: Multiplayer Practice

Posted by [WNxLaurie](#) on Thu, 06 Mar 2003 19:54:14 GMT

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I know about edited maps that have bots on I have d/led and played many and I know about the 1 player lan games but thanks for the tips peeps. Its all very well having more bots but a vehicle V vehicle challenge would be GREAT! on MP

Does anyone know of any maps that are available for d/l where bots use vehicles or a mod to make bots use vehicles.

Oh and its nice to see you [WNR]Tilly I wondered what the odds were of meeting another WN member.

one last thing I have tried to put other maps into the rotation of MP and I know that they do not have bots on BUT my maps always load up blank and you can only see creds in green otherwise the screen is white.

Thanks for all replies

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Subject: Multiplayer Practice

Posted by [Cpo64](#) on Thu, 06 Mar 2003 19:56:35 GMT

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