
Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:07:00 GMT
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Hi,I don't mean to annoy anyone with my simplistic naievity however how do I use Multiplayer practice.I shout orders at people but my units don't respondAlso how can I change the map?I can't afford to internet game all the time I just want a bit of fun.Any help greatly appreciatedMark

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:51:00 GMT
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quote:Originally posted by yanners:Hi,I shout orders at people but my units don't respondAlso how can I change the map?Mark Cant & cant... The AI does not follow direcitons, and the map cannot be changed.

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Wed, 27 Mar 2002 15:56:00 GMT
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but the good news is that you always win! lol...seriously though, i don't think there's a way for you to use all the maps. practice is simply that. you get to practice using all the various weapons, but only on the gdi side. kinda sucks, huh???

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Wed, 27 Mar 2002 16:11:00 GMT
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I know you can change the starting credits and time by going to a file in the data folder called cncvconfig_skirmish.ini or something like that. As for changing the actual map, might be possible. I'm pretty sure it loads a map called skirmish00, so if you changed one of the map names to this it might work (i stress might).Oh and you can use either side in practice zukkov, there is an option to switch teams.

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Wed, 27 Mar 2002 16:50:00 GMT
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You can be Nod in practice too... You just have to hit ESC and then the switch teams button...

Subject: How to use Multiplayer practice

Posted by [Anonymous](#) on Wed, 27 Mar 2002 17:21:00 GMT

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There was a post a while back about how to access the other maps, the downside is that there will be no players....the bots are only programmed for Under. But, even having the blank maps would be cool so you could explore the different maps in peace. I always feel guilty about tooling around in tunnels, exploring, while my team is frantically trying to win the game. Anyone with that info care to re-post it for us lazy SOB's????

Subject: How to use Multiplayer practice

Posted by [Anonymous](#) on Wed, 27 Mar 2002 17:30:00 GMT

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quote:Originally posted by zukkov:but the good news is that you always win! lol...seriously though, i don't think there's a way for you to use all the maps. practice is simply that. you get to practice using all the various weapons, but only on the gdi side. kinda sucks, huh???No you can change teams

Subject: How to use Multiplayer practice

Posted by [Anonymous](#) on Wed, 27 Mar 2002 18:05:00 GMT

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well to be honest i've only used the practice mode a couple of times. once was before i knew that it was a joke as far as game play was concerned, the other was to test how many points you get for damaging the harvester. never even tried to change teams. but thanks for correcting me, i'm here to learn! lol

Subject: How to use Multiplayer practice

Posted by [Anonymous](#) on Wed, 27 Mar 2002 19:52:00 GMT

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quote: There was a post a while back about how to access the other maps, the downside is that there will be no players....the bots are only programmed for Under. That's the scary part. They are programmed specifically for that map and they still can barely function.

Subject: How to use Multiplayer practice

Posted by [Anonymous](#) on Wed, 27 Mar 2002 21:19:00 GMT

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LOL!!! Yeah, the AI could use some work, to be sure. But, some of the WOL games I play in make the bots look like pro's!

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Thu, 28 Mar 2002 08:26:00 GMT
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And what makes it worse is that even after destroying the enemy barracks they can STILL build the higher level chars..And also they dont use vehicles.And destroying the tib ref doesnt slow em down at all..Yeah the multiplayer practice isnt much good for anything except trying out all the vehicles and troops.

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:09:00 GMT
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Admiral,Thank you so much for the info. I dare say I need to do a bit of exploring on those maps. I got lost the other night on Canyons, I think, in the tunnels. Much more vast than I had imagined, and the possibilities for future games demand that I familiarize myself with the ins and outs of those tunnell systems.

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Thu, 28 Mar 2002 11:55:00 GMT
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AdmiralThanks for the info as well..lenchmob

Subject: How to use Multiplayer practice
Posted by [Anonymous](#) on Thu, 28 Mar 2002 12:45:00 GMT
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quote:Originally posted by Particle Noun:Anyone with that info care to re-post it for us lazy SOB's???? Here you are, sir:Just add the following lines to the file "svrcfg_skirmish.ini" in Renegade's

```
DATA-directory:code:MapName00=C&C_Canyon.mixMapName01=C&C_Complex.mixMapName02=C&C_Field.mixMapName03=C&C_Hourglass.mixMapName04=C&C_Islands.mixMapName05=C&C_Mesa.mixMapName06=C&C_Under.mixMapName07=C&C_Volcano.mixMapName08=C&C_Walls.mix
```

You will always start mp practice on the botmap, but then the game will cycle through all the maps!Have a nice play!
