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Subject: Remove secondary objectives from multiplayer practice?

Posted by [havoc802](#) on Sat, 07 Mar 2009 18:33:23 GMT

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is there a way to remove the blue stars (secondary objectives?) from multiplayer practice? It makes me look on a building I stand next to every time when I walk onto the blue star. It is very annoying so I hope there's a way to remove it

If I'm not being clear enough let me know and I'll explain it better.

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Subject: Re: Remove secondary objectives from multiplayer practice?

Posted by [JsxKeule](#) on Sat, 07 Mar 2009 18:54:47 GMT

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why you dont play online

and when you just want to play againt bots

here are the bot maps just put them in the data folder and play them in LAN modus

<http://ren.game-maps.net/index.php?act=view&id=326>

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Subject: Re: Remove secondary objectives from multiplayer practice?

Posted by [ErroR](#) on Sat, 07 Mar 2009 20:50:56 GMT

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and set number of players to 1 and ur good 2 go

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Subject: Re: Remove secondary objectives from multiplayer practice?

Posted by [GrimmNL](#) on Sat, 07 Mar 2009 22:42:57 GMT

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you'll won't have bots though

edit: unless you download/play an 'ai' map ofcourse

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Subject: Re: Remove secondary objectives from multiplayer practice?

Posted by [havoc802](#) on Sat, 07 Mar 2009 23:59:31 GMT

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i tried playing online but it didn't work, and thanks for the map. I'll try it.

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Subject: Re: Remove secondary objectives from multiplayer practice?

Posted by [Jerad2142](#) on Sun, 08 Mar 2009 00:40:12 GMT

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Try using levelreedit to import the practice map and remove the objectives.

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