Subject: maltipier pratice
Posted by Anonymous on Wed, 17 Apr 2002 15:50:00 GMT
View Forum Message <> Reply to Message

is there any way to change the map for multiplayre practive i want to try out some strats and stuuff on differant maps or do i just have to do them on WOL??

Subject: maltipier pratice
Posted by Anonymous on Wed, 17 Apr 2002 15:52:00 GMT
View Forum Message <> Reply to Message

sry about the spelling i dont type accurately   This is in ITALICSThis is also in boldnull

---

Subject: maltipier pratice
Posted by Anonymous on Wed, 17 Apr 2002 18:14:00 GMT
View Forum Message <> Reply to Message

nope none that i know of

Subject: maltipier pratice
Posted by Anonymous on Wed, 17 Apr 2002 21:32:00 GMT
View Forum Message <> Reply to Message

You can add lines to the "svrcfg_skirmish.ini" or even d/l the whole doctored version. Google for it or poke around some of the better organised fansites.

Subject: maltipier pratice
Posted by Anonymous on Wed, 17 Apr 2002 23:16:00 GMT
View Forum Message <> Reply to Message

[Settings]TimeLimitMinutes=15RadarMode=2Port=4848IsDedicated=noIsAutoRestart=noIsPassworded=noIsQuickMatch=noIsLaddered=noRemixTeams=noCanRepairBuildings=yesDriverIsAlwaysGunner=yesSpawnWeapons=yesUseLagReduction=yesMapName00=C&C_Skirmish00.mixMapName01=C&C_Walls_Flying.mixMapName02=C&C_City_Flying.mixMapName03=C&C_Canyon.mixMapName04=C&C_City.mixMapName05=C&C_Field.mixMapName06=C&C_Hourglass.mixMapName07=C&C_Islands.mixMapName08=C&C_Mesa.mixMapName09=C&C_Volcano.mixIsFriendlyFirePermitted=yesIsTeamChangingAllowed=yesIsClanGame=noMaxPlayers=10BaseDestructionEndsGame=yesBeaconPlacementEndsGame=yesStartingCredits=99999thats what i got for mp.

Subject: maltipier pratice
Posted by Anonymous on Thu, 18 Apr 2002 11:21:00 GMT
View Forum Message <> Reply to Message

ya ok but theres only bots i the first level

Subject: maltipier pratice
Posted by Anonymous on Thu, 18 Apr 2002 13:09:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Daywalker001:ya ok but theres only bots i the first levelThat's because WW only programmed the bots for the skirmish level.