
Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 01:28:00 GMT
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How can you set the skirmish ini file so you can get the map city flying and map flying.. i tried to put the maps in the ini file but it still loads under. My friend still hasn't got internet and he wants to train the flying maps... Does somebody know how...

Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 01:32:00 GMT
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Just host a 1 player LAN game with no dedicated server option. You don't get bots to practice with either way.

Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 03:30:00 GMT
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That's the problem he hasn't got a network card. So he can't host on lan or internet....

Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 04:04:00 GMT
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When i host a lan to try something, i'm stuck because the game "wait for other player"... How to remove this option ?

Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 06:11:00 GMT
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quote:Originally posted by n00by One Ken00by:When i host a lan to try something, i'm stuck because the game "wait for other player"... How to remove this option ?Try it with only one player. Or maybe you have dedicated server on.Can anybody answer my question above....?

Subject: Mutli Training Flying Help
Posted by [Anonymous](#) on Thu, 25 Apr 2002 07:02:00 GMT
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to do this go to your c drive and find the westwood folder and then the reneade one. then open it up and go to the data folder.scroll down till you find a file names: svrsfg_skirmishopen it up and it should give you the settings. then copy

this:[Settings]TimeLimitMinutes=120RadarMode=1Port=4848IsDedicated=noIsAutoRestart=noIsP
assworded=noIsQuickMatch=noIsLaddered=noRemixTeams=noCanRepairBuildings=yesDriverIs
AlwaysGunner=yesSpawnWeapons=yesUseLagReduction=yesMapName00=C&C_Skirmish00.mi
xMapName01=C&C_Volcano.mixMapName02=C&C_Walls_Flying.mixMapName03=C&C_City_F
lying.mixMapName04=C&C_City.mixMapName05=C&C_Field.mixMapName06=C&C_Hourglass.
mixMapName07=C&C_Islands.mixMapName08=C&C_Mesa.mixMapName09=C&C_Canyon.mixl
sFriendlyFirePermitted=noIsTeamChangingAllowed=yesIsClanGame=noMaxPlayers=1BaseDestr
uctionEndsGame=yesBeaconPlacementEndsGame=yesStartingCredits=20000and send it to him
an in email then paste it over what ever his settings are.you can change the maps around in any
order just change the numbers too. also you can change anything esle after the "=" sign. Most are
either yes or no except teh credits and time. you have to play the skrismish map first from what i
heve played with but its easy just but becon on pedestool. any questions post again[April 25,
2002: Message edited by: not2dat4u]
