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Subject: singelplayermission mod  
Posted by [nudelsdesign](#) on Wed, 09 Apr 2003 18:48:21 GMT  
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Is it possible to create your own singleplayer campains and if so is ther any getting started tutorials on that?

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Subject: singelplayermission mod  
Posted by [\[REHT\]Spirit](#) on Wed, 09 Apr 2003 19:39:08 GMT  
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Yes it's possible (there's an .ini file something like missions.ini in always.dat that you can edit to change which .mix maps are used). Best to learn MP maps before doing SP as SP need bots, scripts, etc. For some tutorials, see the sticky posts up top.

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Subject: singelplayermission mod  
Posted by [General Havoc](#) on Wed, 09 Apr 2003 20:10:44 GMT  
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Yeah it's called campaign.ini

\_General Havoc

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Subject: singelplayermission mod  
Posted by [nudelsdesign](#) on Wed, 09 Apr 2003 21:01:10 GMT  
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thnx, then i willl start making som mp maps first to learn the engine

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Subject: singelplayermission mod  
Posted by [iscrpter](#) on Wed, 09 Apr 2003 21:03:23 GMT  
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You can get tutorials at my website <http://www.nodnl.net>  
There are a lot of good tutorials, some of General Havoc too..

You can also go here for a list of tutorials

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