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Subject: multiplayer practice  
Posted by [Frostbite](#) on Sun, 11 May 2003 09:17:00 GMT  
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is there anyway to change the map in multiplayer practice

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Subject: multiplayer practice  
Posted by [Aircraftkiller](#) on Sun, 11 May 2003 09:45:37 GMT  
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The search function is your friend.

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Subject: Re: multiplayer practice  
Posted by [Sir Phoenixx](#) on Sun, 11 May 2003 13:01:55 GMT  
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Frostbite is there anyway to change the map in multiplayer practice

Of course there is, but you won't be able to fight against AI in the rest of the multiplayer maps unless you get the special AI enabled ones.

You can either edit this one skirmish server .ini file (whatever the hell it's called) and add the multiplayer file names to it or play them with Multiplayer LAN.

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Subject: multiplayer practice  
Posted by [Frostbite](#) on Sun, 11 May 2003 15:36:04 GMT  
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where can i get the special ai enabled maps

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Subject: multiplayer practice  
Posted by [vloktboky](#) on Sun, 11 May 2003 15:51:08 GMT  
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ftp://ftp.cnchq.com/reneade/maps/AI

Made by Dante

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Subject: Re: multiplayer practice  
Posted by [npsmith82](#) on Mon, 12 May 2003 08:20:29 GMT

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Frostbite is there anyway to change the map in multiplayer practice

You should try this application if you're planning to easily change the maps and other settings in the multiplayer practice (starting cash, friendly fire, radar settings etc).

<http://www.spliff.wideboys.co.uk/files/vb/RenSkirmish.htm>

A little utility i created a while back.

Hope this helps.

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Subject: multiplayer practice

Posted by [laeubi](#) on Mon, 12 May 2003 09:01:48 GMT

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Or better use 1 Player Lan games.

Because in MP-Practise you have always to play the first practise map, in 1-PlayerLan not.

Just be sure so set the Playercount to 1 and deactivate the dedicated Server Option (it also works online, but costs your onlinetime )

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Subject: Re: multiplayer practice

Posted by [laeubi](#) on Mon, 12 May 2003 09:06:17 GMT

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Just a question: How do you lose MP-Practise?? I think it is impossible

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Subject: Re: multiplayer practice

Posted by [npsmith82](#) on Tue, 13 May 2003 02:47:33 GMT

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Laeubi Just a question: How do you lose MP-Practise?? I think it is impossible

Destroy all your structures, with friendly fire switched on.

Laeubi Or better use 1 Player Lan games.

Many people still cannot host LAN games if their computer isn't configured for it with the correct networking adapters installed.

I can only host a 1 player LAN when i'm connected to the internet, so that the computer is given an IP address. If i'm offline, all i can do is the Multiplayer Practice.

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Subject: Re: multiplayer practice  
Posted by [laeubi](#) on Tue, 13 May 2003 06:00:22 GMT  
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npsmith82LaeubiJust a question: How do you loose MP-Practise?? I think it is impossible

Destroy all your structures, with friendly fire switched on.

Right

The problem with the Lan is very easy to solve, just go to your Networkkonfiguration and the select the TCP/IP Protocoll, that is linked to your networkkard the goto settings, and setup a static IP in this form:

192.168.1.1 (you can alos use .2 or sth at the end) setup the Subnetmask to 255.255.255.0

After that restart your PC and you should also be able to host LAN games.

That is needed because Renegade yous scan for Lan Adresses with an IP starts with 192.168.x.x and it seems only accept these as LAN IP's (I have had this problem long time before, but this solves it)

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