
Subject: more maps for multiplayer practice
Posted by [adriancrowell1](#) on Thu, 15 May 2003 20:24:33 GMT
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hello,

i was playing renegade on the multiplayer practice and i looked at cheats and it says i can have more maps i have to click on lan even if i don't have one but when i clicked on it it said no ip address found need help plzzzzzz

Subject: more maps for multiplayer practice
Posted by [Aircraftkiller](#) on Thu, 15 May 2003 20:56:55 GMT
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Do a search on it.

Remember, it's please, not plzzzzzz.

Subject: more maps for multiplayer practice
Posted by [npsmith82](#) on Thu, 15 May 2003 21:16:20 GMT
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adriancrowell1 when i clicked on it it said no ip address found

I had the same problem, you should first try connecting to the internet and try again. This will assign your computer an IP, which should allow you to begin a LAN game.

However if that doesn't work try this, as Laeubi once mentioned...

Quote:Go to your Network Configuration in Control Panel.

Choose the TCP/IP Protocol that is linked to your network card.

Goto Settings and set up a static IP in this form: 192.168.1.1.

Setup the Subnet Mask to 255.255.255.0

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

Finally, if neither of those work you can always use this utility that i made to cycle more maps in the Multiplayer Practice and change other settings (money, friendly fire, radar etc).

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

Hope this helps.

Subject: i have tried it!

Posted by [adriancrowell1](#) on Fri, 16 May 2003 05:11:18 GMT

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i did what you said and i clicked on it and i got the map up but i could not move it said on my screen gamplay pending i don't know what to do now!?

Subject: more maps for multiplayer practice

Posted by [Aircraftkiller](#) on Fri, 16 May 2003 05:32:21 GMT

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Learn to write English in some discernable form, then use the search function as I said?

Subject: more maps for multiplayer practice

Posted by [laeubi](#) on Fri, 16 May 2003 06:11:35 GMT

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SHUT UP ACK!

You must deactivate the [] Dedicated Server option. (nad be sure to set the game to 1 Player)

Subject: more maps for multiplayer practice

Posted by [Javaxcx](#) on Fri, 16 May 2003 11:14:26 GMT

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LaeubiSHUPT UP ACK!

There is no such word as "SHUPT".

Subject: more maps for multiplayer practice

Posted by [L3f7H4nd3d](#) on Fri, 16 May 2003 22:52:35 GMT

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JavaxcxLaeubiSHUPT UP ACK!

There is no such word as "SHUPT".

There is, however, the word "n00b," which fits Christoph quite well.

Subject: more maps for multiplayer practice
Posted by [laeubi](#) on Sat, 17 May 2003 06:21:17 GMT
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Mistyping makes me a n00b ?

Subject: more maps for multiplayer practice
Posted by [matster28](#) on Wed, 21 May 2003 01:15:22 GMT
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I've hosted a LAN game for one so my son can play but there are no bad guys anyway to add a computer oponent to these games?

Subject: more maps for multiplayer practice
Posted by [kopaka649](#) on Wed, 21 May 2003 02:56:43 GMT
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download ai maps

Subject: more maps for multiplayer practice
Posted by [terminator 101](#) on Wed, 21 May 2003 05:23:41 GMT
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matster28I've hosted a LAN game for one so my son can play but there are no bad guys anyway to add a computer oponent to these games?

Download Dust Bowl (that one has bots) or look for maps in here

Subject: more maps for multiplayer practice
Posted by [kawolsky](#) on Wed, 21 May 2003 17:46:58 GMT
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AircraftkillerDo a search on it.

Remember, it's please, not plzzzzzz.

plzzzzzz stop taking the pissssssss out of everyoneeeeeeeee

Subject: more maps for multiplayer practice

Posted by [Commander A9](#) on Mon, 02 Jun 2003 02:26:17 GMT

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Wait, are you talking about the multiplayer practice, cause I know how to play on the multiplayer maps while in the practice. Here's what you've gotta do:

1. Go into My Comp, C Drive, Westwood, Renegade.
2. go into the Data folder and find the file named svrcfg_skirmish
3. Make a copy for future restoration, in case you mess up, and move it to your personal folder if you have one, or some place you'll remember.
4. Open the original file inside the Data folder. Inside, you will find technical data on the multiplayer practice. In here, you can modify the time limit, friendly fire, starting credit count, and various other options.
5. You should soon see MapName00=C&C_Under.mix.
6. If you wish to play on the other maps, you can type in the following:

```
MapName00=C&C_Under.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Glacier_Flying.mix
MapName03=C&C_Field.mix
MapName04=C&C_Complex.mix
MapName05=C&C_Walls.mix
MapName06=C&C_Canyon.mix
MapName07=C&C_Hourglass.mix
MapName08=C&C_Islands.mix
MapName09=C&C_City.mix
MapName10=C&C_Volcano.mix
MapName11=C&C_Mesa.mix
MapName12=C&C_Walls_Flying.mix
```

I believe you'll always start out on Under first. However, for every following map, you must increase the number by one. The Under Map is the only one with the AI fighters. You'll be alone in the other maps, but it's good for exploring.

7. Save this file. Now, the original has been copied, so you won't have to freak out if you want to restore the file to the original text.
-

Subject: more maps for multaplayer practice

Posted by [npsmith82](#) on Mon, 02 Jun 2003 07:06:19 GMT

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I hope there was a good reason for bumping this three week old thread...
We already sorted out the guys problem a while back.

Subject: more maps for multaplayer practice

Posted by [kawolsky](#) on Mon, 02 Jun 2003 10:46:09 GMT

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Yea i always have to connect to the internet before mine works too.....

Subject: more maps for multiplayer practice

Posted by [kawolsky](#) on Mon, 02 Jun 2003 10:48:01 GMT

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Commander A9Wait, are you talking about the multiplayer practice, cause I know how to play on the multiplayer maps while in the practice. Here's what you've gotta do:

1. Go into My Comp, C Drive, Westwood, Renegade.
2. go into the Data folder and find the file named svrcfg_skirmish
3. Make a copy for future restoration, in case you mess up, and move it to your personal folder if you have one, or some place you'll remember.
4. Open the original file inside the Data folder. Inside, you will find technical data on the multiplayer practice. In here, you can modify the time limit, friendly fire, starting credit count, and various other options.
5. You should soon see MapName00=C&C_Under.mix.
6. If you wish to play on the other maps, you can type in the following:

```
MapName00=C&C_Under.mix  
MapName01=C&C_City_Flying.mix  
MapName02=C&C_Glacier_Flying.mix  
MapName03=C&C_Field.mix  
MapName04=C&C_Complex.mix  
MapName05=C&C_Walls.mix  
MapName06=C&C_Canyon.mix  
MapName07=C&C_Hourglass.mix  
MapName08=C&C_Islands.mix  
MapName09=C&C_City.mix  
MapName10=C&C_Volcano.mix  
MapName11=C&C_Mesa.mix  
MapName12=C&C_Walls_Flying.mix
```

I believe you'll always start out on Under first. However, for every following map, you must increase the number by one. The Under Map is the only one with the AI fighters. You'll be alone in the other maps, but it's good for exploring.

7. Save this file. Now, the original has been copied, so you won't have to freak out if you want to restore the file to the original text.

Ohhh so thats how you do it.....

Subject: more maps for multiplayer practice
Posted by [kawolsky](#) on Mon, 02 Jun 2003 11:17:11 GMT
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I can't find the map name thingy.....

Subject: more maps for multiplayer practice
Posted by [Commander A9](#) on Mon, 02 Jun 2003 19:57:04 GMT
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This is what the original file sghould look like:

```
[Settings]
TimeLimitMinutes=25
RadarMode=1
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=no
UseLagReduction=yes
IsFriendlyFirePermitted=no
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=1
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=400
```

Uh-oh! Ah, you'll have to add it manually. Just type in `MapName00=C&C_Under.mix`, and the like.
Put it like this:

```
[Settings]
TimeLimitMinutes=0
RadarMode=2
Port=4848
IsDedicated=no
IsAutoRestart=no
IsPassworded=no
IsQuickMatch=no
IsLaddered=no
RemixTeams=no
```

CanRepairBuildings=yes
DriverIsAlwaysGunner=yes
SpawnWeapons=yes
UseLagReduction=yes
MapName00=C&C_Under.mix
MapName01=C&C_City_Flying.mix
MapName02=C&C_Glacier_Flying.mix
MapName03=C&C_Field.mix
MapName04=C&C_Complex.mix
MapName05=C&C_Walls.mix
MapName06=C&C_Canyon.mix
MapName07=C&C_Hourglass.mix
MapName08=C&C_Islands.mix
MapName09=C&C_City.mix
MapName10=C&C_Volcano.mix
MapName11=C&C_Mesa.mix
MapName12=C&C_Walls_Flying.mix
IsFriendlyFirePermitted=no
IsTeamChangingAllowed=yes
IsClanGame=no
MaxPlayers=1
BaseDestructionEndsGame=yes
BeaconPlacementEndsGame=yes
StartingCredits=5000

This mode will have your radar reveal the enemy, give you \$5000 to start out, spawn weapons and crates, and disable the time limit. Friendly fire is off.
