Subject: SP Missions mod?
Posted by Ferhago on Wed, 13 Aug 2003 20:20:16 GMT
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I have been seeing players with servers that have the single player missions on them.

Is this a new mod and if so where can I get it

Subject: SP Missions mod?
Posted by Sk8rRIMuk on Thu, 14 Aug 2003 09:32:34 GMT
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I remember somebody making these maps avaliable for internet playing once....

I am not sure where to get the map files but I know where to get the editable ones.

If anyone knows where to get these sp maps that are playable in mp plz say.

Subject: SP Missions mod?
Posted by Infinint on Thu, 14 Aug 2003 12:16:04 GMT
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in the ini files in the data folder (i forgot which one) but in the map rotation part of it you replace the map names with level names

Subject: SP Missions mod?
Posted by kawolsky on Fri, 15 Aug 2003 21:22:35 GMT
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To Play single player maps online all you have to do is host a game online then once it has started drop to desktop and go into the (c:) drive then westwood/renegade/data folder,find where it says svrcfg_cnc and open it,
find the line where it says the map rotation,it may be as follows:
MapName00=C&C_Islands.mix
MapName01=C&C_Complex.mix
MapName02=C&C_Volcano.mix
etc....
delete that and change it to :
MapName00=M13.mix
MapName01=M01.mix
MapName02=M02.mix
etc....
then save it as svrcfg_cnc and re enter your game,
the next round you should be on The single player maps,

although most maps do work there are a few that don`t work (by this i mean one of the teams is stuck under ground and keeps dieng then reappearing and dieing for the whole round which is not much fun for them).
The Maps that i find DO work are as follows:
MapName00=M13.mix
MapName01=M11.mix
MapName02=M10.mix
MapName03=Skirmish00.mix
MapName04=M00_Tutorial.mix
MapName05=M01.mix
MapName06=M06.mix
MapName07=M04.mix
MapName08=M03.mix
The maps them selves are a bit screwed up so
Mission 2 is M01
Mission 3 is M02
Mission 4 is M03
Mission 5 is M04
Mission 6 is M05
Mission 7 is M06
Mission 8 is M07
Mission 9 is M08
Mission 10 is M09
Mission 11 is M10
Mission 12 is M11
Mission 1 is M13

Subject: SP Missions mod?
Posted by Infinint on Fri, 15 Aug 2003 21:26:02 GMT
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^^alot more advanced version of what i seid^^

Subject: SP Missions mod?
Posted by Deactivated on Sat, 16 Aug 2003 09:05:27 GMT
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Note that you shouldn't play missions that outros, because all the players will be stuck forever in the outro scene.

Subject: SP Missions mod?
Posted by General Havoc on Sat, 16 Aug 2003 10:09:35 GMT
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All scripts are processed server side. This means any "poke" scripts won't work such as door switches for the clients.

Subject: Re: SP Missions mod?
Posted by TeMpLaR on Sat, 16 Aug 2003 16:07:46 GMT
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FerhagoI have been seeing players with servers that have the single player missions on them.

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hey i have the singleplayer levels for playing online
is this what you need?

mail me

darthfaab@hotmail.com

Subject: Re: SP Missions mod?
Posted by kawolsky on Sat, 16 Aug 2003 19:09:41 GMT
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TeMpLaRFerhagoI have been seeing players with servers that have the single player missions on them.

Is this a new mod and if so where can I get it

hey i have the singleplayer levels for playing online
is this what you need?

mail me

darthfaab@hotmail.com

you don`t need to download the whole lot , just look at my post , it tells you how to do it w/o dl

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