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Subject: I still need help with these darn maps...  
Posted by [rccar328](#) on Wed, 14 Jan 2004 21:42:09 GMT  
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In a different thread, I asked this question:

Quote:I've been trying to enable map cycling for MP practice for about a month now, but no matter how hard I try, nothing works. Every time it's the same darn thing: the new map loads, but when gameplay starts, there is no ground, no walls, and I just continuously fall and die, along with the bots and the harvester. The buildings load just fine and stay in place, but the ground simply won't load. I've tried RenSkirmish, and I've tried manually editing the skirmish.cfg file, with the same results every time. I tried completely uninstalling the program, getting rid of all mods, and reinstalling. It doesn't matter whether I use one of the MP maps included on the game or one provided on the RenSkirmish site, it always comes out the same.  
Does anyone have any insight into this? Is there some kind of patch that I'm missing

And this is the summary of responses I got:

Quote:Make a one player LAN / WOL game. If you still fall either the mods sucks or your Ren sucks. Something a reinstall fixes..

You need to have the TCP/IP protocol installed to be able to do any multiplayer options.

Now, I have no internet or LAN options on my home computer...does anyone know how I could get this to work? Do I have to have a LAN connection for this; can I get the TCP/IP protocol without a connection? (and if so, how?)

Can anyone help me? (I'd be eternally grateful!)[/quote]

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Subject: I still need help with these darn maps...  
Posted by [General Havoc](#) on Wed, 14 Jan 2004 21:48:45 GMT  
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Yeah, spoof Renegade by installing a network card that you don't have installed. Pick one from the add hardware wizzard and install the TCP/IP protocol on it.

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Subject: I still need help with these darn maps...  
Posted by [rccar328](#) on Thu, 15 Jan 2004 21:25:49 GMT  
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Thanks! I'll try it out tonight!

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Subject: Yeah...I still need help

Posted by [rccar328](#) on Mon, 19 Jan 2004 17:32:17 GMT

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Okay...so I installed a network card, but I still couldn't start a LAN game. I looked into the setup for the network card, and found where to set up the TCP/IP protocol. Now, I'm totally ignorant on this kind of thing, so I just started putting in random numbers. It still didn't work. Is there some kind of specific TCP/IP number that I need to put in?

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Subject: I still need help with these darn maps...

Posted by [Vitaminous](#) on Tue, 20 Jan 2004 00:33:33 GMT

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Never played 1 player games on WOL before?

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Subject: I still need help with these darn maps...

Posted by [rccar328](#) on Tue, 20 Jan 2004 00:48:34 GMT

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No, I haven't - I don't have internet at home. I'm trying to fake out the program so that my MP Practice woes will go away.

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Subject: I still need help with these darn maps...

Posted by [renegay3](#) on Tue, 20 Jan 2004 15:08:33 GMT

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you should hook up your network card to a hub or switch (doesn't matter which)

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