Subject: Changing Name in Skirmish mode
Posted by Dr. Lithius on Mon, 27 Jun 2005 10:31:15 GMT
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Alright, yet another one from the good doctor. . .

Is there a way to change your name in Skirmish Mode? I know it probably seems pointless, bizarre, stupid, etc. that I want to change it from the default "Renegade," but I do. So. . .yeah. That's that.

Subject: Re: Changing Name in Skirmish mode
Posted by Lijitsu on Mon, 27 Jun 2005 10:59:16 GMT
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I dont think you can, man. You can try screwing around in the file that sets the amount of Credits that you get at start and everything, but im not to sure if that will do it. Ive got a question for you, now. Whats that file called again? The one i just mentioned?

Subject: Re: Changing Name in Skirmish mode
Posted by Dr. Lithius on Mon, 27 Jun 2005 11:27:09 GMT
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That'd be "svrcfg_skirmish.ini" in the "Renegade/Data" directory. Which is basically a dumbed-down and smaller version of "svrcfg_cnc.ini" anyway.(IE, your server configuration file.) They're quite interchangable, but a lot of variables don't do squat in Skirmish Mode. "MapName##=," however, does.

Thanks anyways.

Subject: Re: Changing Name in Skirmish mode
Posted by Lijitsu on Tue, 28 Jun 2005 01:18:04 GMT
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No problem. And thank you, i now have something to mess around with when im bored.

Subject: Re: Changing Name in Skirmish mode
Posted by danpaul88 on Tue, 28 Jun 2005 22:25:55 GMT
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I think if you change the name you use in LAN (eg play a single player LAN game) then practice mode will also use that name (but why would you want to play the practice mode anyway?)

Subject: Re: Changing Name in Skirmish mode
Posted by Lijitsu on Wed, 29 Jun 2005 05:58:35 GMT
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Random boredom sometimes. I made a movie in it to basically show a newbie the ropes, but it wont save and i had to delete the movie files because it took up WAY to much space.

Subject: Re: Changing Name in Skirmish mode
Posted by Dr. Lithius on Tue, 05 Jul 2005 23:15:05 GMT
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danpaul88 wrote on Tue, 28 June 2005 15:25(but why would you want to play the practice mode anyway?)To screw around. And also, to get practice in on a couple of AI maps. Make some new tactics, experiment with the limits of the AGT/Obelisk, etc. etc. etc. Also, the LAN game thing didn't work, but thanks for the idea.