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Subject: Map: C&C\_Under\_AI  
Posted by [Dante](#) on Sun, 20 Apr 2003 07:19:32 GMT  
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some people where requesting to have skirmish00.mix playable in multi player internet mode, here it is, converted to C&C\_Under\_AI.mix

<http://modx.renevo.com/showthread.php?s=&threadid=237>

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Subject: Map: C&C\_Under\_AI  
Posted by [vloktboky](#) on Sun, 20 Apr 2003 15:48:28 GMT  
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Is this map the exact skirmish00.mix map, or did you add anything else to it? (IE: More bots)  
Either way, thanks.

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Subject: Map: C&C\_Under\_AI  
Posted by [flashcar1](#) on Sun, 20 Apr 2003 19:11:09 GMT  
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yay! i always thought about this map on internet, but never sed anything. thnx man. its very small too!

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Subject: Map: C&C\_Under\_AI  
Posted by [Nightma13](#) on Sun, 20 Apr 2003 19:17:21 GMT  
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dante how did you do that??? i want to do that with the single player mission there in map format  
M01 M02 M03 etc

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Subject: Map: C&C\_Under\_AI  
Posted by [maytridy](#) on Sun, 20 Apr 2003 19:31:03 GMT  
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I havnt played it yet, but its downloading now.

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Subject: Map: C&C\_Under\_AI  
Posted by [Dante](#) on Mon, 21 Apr 2003 00:46:29 GMT  
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it is exact, i used a little app i have to properly rename the .mix and rebuild it

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Subject: Map: C&C\_Under\_AI  
Posted by [Nightma13](#) on Mon, 21 Apr 2003 10:32:16 GMT  
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Dante could you do that with M01 M02 M03 M04 etc put them all into one big pkg package then you have an online single player campaig

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Subject: Map: C&C\_Under\_AI  
Posted by [maytridy](#) on Mon, 21 Apr 2003 19:29:31 GMT  
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That would be cool.

P.S. But not all the S.P. Levels would be good for MP. Some are too big and non-applicable to MP. They would all either have to be DMs or be majorly revamped.

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Subject: Map: C&C\_Under\_AI  
Posted by [Nightma13](#) on Tue, 22 Apr 2003 08:19:36 GMT  
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what i mean is , is a 1 on 1 on the pkg first Level one your going though the mission as normal then all of a sudden the person your against comes along and hes on NOD and kills you would make it much harder

p.s. this WILL work because if you go to multiplayer practise and rotate M01 or M02 you can go to change team and your playing on nod on the single player misssions so its just the case of getting them to work online

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Subject: Map: C&C\_Under\_AI  
Posted by [NHJ BV](#) on Tue, 22 Apr 2003 08:46:44 GMT  
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It would be really nice to have Raveshaw's castle as a DM map

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Subject: Map: C&C\_Under\_AI  
Posted by [Aircraftkiller](#) on Tue, 22 Apr 2003 09:01:32 GMT  
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Nightma13what i mean is , is a 1 on 1 on the pkg first Level one your going though the mission as normal then all of a sudden the person your against comes along and hes on NOD and kills you would make it much harder

p.s. this WILL work because if you go to multiplayer practise and rotate M01 or M02 you can go to change team and your playing on nod on the single player missions so its just the case of getting them to work online

Remember, it's Nod, not NOD.

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Subject: Map: C&C\_Under\_AI  
Posted by [maytridy](#) on Tue, 22 Apr 2003 19:00:01 GMT  
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Quote:Remember, it's Nod, not NOD.

So what?

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Subject: Map: C&C\_Under\_AI  
Posted by [Nightma13](#) on Wed, 23 Apr 2003 09:20:28 GMT  
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AircraftkillerNightma13what i mean is , is a 1 on 1 on the pkg first Level one your going though the mission as normal then all of a sudden the person your against comes along and hes on NOD and kills you would make it much harder

p.s. this WILL work because if you go to multiplayer practise and rotate M01 or M02 you can go to change team and your playing on nod on the single player missions so its just the case of getting them to work online

Remember, it's Nod, not NOD.

ACK in TD it was called NOD

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