**Subject: multiplayerpractice**
Posted by yahoo on Tue, 22 Jul 2003 22:59:35 GMT
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how do i get more bots to attack and to change the map in multipractice cuz im doin till wol goes online again to just practice someone pls help me

**Subject: multiplayerpractice**
Posted by Wild1 on Tue, 22 Jul 2003 23:43:43 GMT
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I figured out how to change everything except for the bots because they were built in. You can't change em. They do offer good sniper practice though.

**Subject: multiplayerpractice**
Posted by yahoo on Tue, 22 Jul 2003 23:51:01 GMT
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what are the extra one i know the vechicle edit one it was tight so how do i rotate the map

**Subject: multiplayerpractice**
Posted by npsmith82 on Wed, 23 Jul 2003 03:09:34 GMT
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yahoohow do i rotate the map
You can manually change the map rotation yourself, by editing the "svrcfg_skirmish.ini" in your Renegade\Data directory. You will always begin on C&C_Under regardless of which maps you write in the INI file, so just win/lose on this first map then your custom maps will follow.

Add the following lines to the INI file.
Quote:MapName01=C&C_Field.mix
MapName02=C&C_Complex.mix
MapName03=C&C_City.mix

However, you can download a user friendly utility that i made a while back that'll do all the hard work for you (advanced skirmish settings such as friendly fire, starting credits, radar settings, map changes, weapon spawns and more). You can download it here.

The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.