Subject: Does map cycling in MP Practice really work?
Posted by rccar328 on Tue, 23 Dec 2003 23:34:18 GMT

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I don't have an internet connection at home, so I've been playing MP practice for a while...but that same stupid map gets annoying. I've tried editing the skirmish.ini file to cycle maps, and I've tried a program that's supposed to cycle maps, but every time it loads the second map in the sequence there is no ground. I read that the Golden God mod affects multiplayer, and I don't know if that's the problem, but I'd appreciate any insight anyone could give.

Subject: Does map cycling in MP Practice really work?
Posted by delta_sector on Wed, 24 Dec 2003 00:21:11 GMT

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go to planetcnc and check the renegade files, look for a file that could cycle maps

Subject: Does map cycling in MP Practice really work?
Posted by flyingfox on Wed, 24 Dec 2003 12:26:42 GMT

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You edit svrcfg_skirmish and I think you backtrack 2 lines from the end of the file and put in a new line,

MapName00=C&C_Whatever.mix

Then,

MapName01=C&C_Whatever2.mix
MapName02=C&C_Whatever3.mix

And so forth.

And after the bot filled practise Under it'll cycle to MapName01 and so forth. Not all that much point though, since none of the others'll have any bots in em.

Subject: Does map cycling in MP Practice really work?
Posted by npsmith82 on Wed, 24 Dec 2003 15:48:49 GMT

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http://www.thecodesmith.com/?page=RenSkirmish

Subject: Does map cycling in MP Practice really work?

Posted by rccar328 on Wed, 24 Dec 2003 20:51:53 GMT

I tried editing the skirmish.ini file exactly the way you said...and I already downloaded & tried the RenSkirmish program...I don't know where exactly the problem is coming from, but when I cycle maps either way, the ground and walls simply don't load - has anyone else had this problem, and does anyone have any other ideas?

Subject: Does map cycling in MP Practice really work?
Posted by npsmith82 on Wed, 24 Dec 2003 23:52:50 GMT

Personally, i suggest you remove all PKG and W3D files from your Renegade/Data directory.