
Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 18:59:00 GMT

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edit the svrcfg_skirmish.ini in the renegade data directory and add this entry:

MapName00=Skirmish00.mix Add this : MapName01=Name of map.mix (for example,

MapName01=C&C_Glacier_Flying.mix What this would do would make the second map Glacier on the skirmish rotation, the first one must always be skirmish00.mix)Also in this file you can edit multiple aspects of the skirmish mode too, like changing the starting amount of credits.Hope this helps,Grtzdutchduc
