Yes, you can change the multiplayer map in practice mode. You will fine it usefull to do this because it is hard to learn the map playing it online.Since I am not at the computer I have the game on, I will try to explane this from memory.In the folder c:\westwood\Renegade\data there is a file called something like skirmish.??? I don't remember what the extention is. This folder also has all of your installed maps in it. If you open the Skirmish file with a text editer there will be loads of info, most of it is self explanatory. YOu can change the lenght of the game, starting credits, etc. This is where my memory is a little shaky. About half way down the file, you will find a line that says something like:Map00=skirmish.mixI don't remember what the part before the equals sign it, but it will have a 00 (zero zero) before. The Skirmish.mix file is Under with the AI. To change the map, just change skirmish.mix to C&C_Under.mix. This will load the Under map with out the AI. If you want any other map, just change it to C&C_City_Flying.mix, C&C_Mesa.mix or whatever map you want to play. Another trick is to add lines to the file to cycle thorugh maps, so after the map00=Skirmish.mix, and the line map01=C&C_Walls_Flying.mix, then after you beat the computer on Under, it will automatically switch to the Walls Flying map. You can add as many maps as you want.I hope this helps. Some on these boards helped me with this a long time ago, so I am just returning the favor!