
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Tue, 25 Jun 2002 11:51:00 GMT

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Here are the instructions for loading the AI maps into Renegade as recommended by Westwood first unzip the *_AI.pkg into your Renegade/Data Directory and here is how you load a mod in

Multiplayer Lan.3. Host a game.4. In the multiplayer options screen, you need to make sure you select the following things: a. 1 player (so you can test without the "Gameplay Pending" problem) b. Disable the "dedicated server" option c. On the map cycle screen, select your mod package and map5. You should now be able to play on your map!If you have any questions just ask Dante [June 25, 2002, 11:51: Message edited by: Dante]
