

---

Subject: Re: LAN games with bots

Posted by [havoc9826](#) on Sun, 24 Jun 2007 04:45:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, I added C&C\_ to the map's filename, since it wouldn't show up in my maplist when it wasn't spelled that way. I then ran the map and allowed it to generate its own new THU file, and I ended up just like RoShamBo. Video. Might the internal/external name conflict be the cause of the problem? For my 1-player LAN games, I'm running scripts 2.9.2 BlackIntel client version, plus Scorpio9a's RenD3D9.

As for online, I'd be up for it, but it'd have to be tonight or spontaneously sometime tomorrow before I have to go to something with family friends. Otherwise, I won't be available until Monday. Keep in mind that we're all in different time zones, so stating time zones and converting with <http://www.timeanddate.com> would be helpful. I also won't be able to host since I only have 1.5M/128k unless Verizon actually upgrades our service to 3.0M/768k on Monday without breaking anything, if they even actually make the attempt.

---