
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.
