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Subject: Does map cycling in MP Practice really work?  
Posted by [flyingfox](#) on Wed, 24 Dec 2003 12:26:42 GMT  
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You edit svrcfg\_skirmish and I think you backtrack 2 lines from the end of the file and put in a new line,

MapName00=C&C\_Whatever.mix

Then,

MapName01=C&C\_Whatever2.mix  
MapName02=C&C\_Whatever3.mix

And so forth.

And after the bot filled practise Under it'll cycle to MapName01 and so forth. Not all that much point though, since none of the others'll have any bots in em.

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