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Subject: I still need help with these darn maps...

Posted by [rccar328](#) on Wed, 14 Jan 2004 21:42:09 GMT

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In a different thread, I asked this question:

Quote:I've been trying to enable map cycling for MP practice for about a month now, but no matter how hard I try, nothing works. Every time it's the same darn thing: the new map loads, but when gameplay starts, there is no ground, no walls, and I just continuously fall and die, along with the bots and the harvester. The buildings load just fine and stay in place, but the ground simply won't load. I've tried RenSkirmish, and I've tried manually editing the skirmish.cfg file, with the same results every time. I tried completely uninstalling the program, getting rid of all mods, and reinstalling. It doesn't matter whether I use one of the MP maps included on the game or one provided on the RenSkirmish site, it always comes out the same.

Does anyone have any insight into this? Is there some kind of patch that I'm missing

And this is the summary of responses I got:

Quote:Make a one player LAN / WOL game. If you still fall either the mods sucks or your Ren sucks. Something a reinstall fixes..

You need to have the TCP/IP protocol installed to be able to do any multiplayer options.

Now, I have no internet or LAN options on my home computer...does anyone know how I could get this to work? Do I have to have a LAN connection for this; can I get the TCP/IP protocol without a connection? (and if so, how?)

Can anyone help me? (I'd be eternally grateful!)[/quote]

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