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Subject: Multiplayer Practice Map Investigation  
Posted by [Dave Mason](#) on Thu, 15 Apr 2004 13:07:13 GMT  
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Hi all.

After recently getting very frustrated with playing a deadly boring string of multiplayer practices I decided to try and change the playable map. I say 'boring' because being on the same map, with the same settings and an uncooperative AI is immensely irritating.

Now I bet either someone has already found this out or asked about it but I'm curious to find out my answer, I'm sorry for wasting your time if it has been done before.

What my "investigation" is, is trying to change the skirmish map. What I did was I moved the Skirmish00 file (level file) and the Skirmish00.THU file into a different place so that renegade couldnt refer to it ingame (for those that don't know "Skirmish00" is the default level in multiplayer practice). This is where my problem starts. My hope and prediction of the result is partly true, as a different level can be played in Multiplayer Practice, you can't choose the level but a different one is picked for you automatically (C&C\_City\_Flying I think). The part that is not true is that the AI (Your team and the enemy) do not spawn units, they dont even start with them. This means that you're basically playing by yourself and the only opposition are base defences.

My question: Is this because the levels used online (default not fan-made) are not compatible in non-online play? And if so can they be edited to be made compatible? (e.g. placing spawn points?). I wouldn't know because I have never made a level before, hence the fact that I wouldn't know how to set the AI up.

Also: Would it be possible to create an executable that can move level files to a different folder in order to play different levels? Of course this wouldn't be of any use if it isn't possible to set up AI. Moreover, if the level file was edited to create spawn points then my theory is that the edited levels would be unable to be used online.

Question 3: If the above is true then would it be possible to have replica level files called for example "C&C\_City\_Flying\_2"? so that the executable could move all of the other level files to a different folder (Including C&C\_City\_Flying (example)) thus keeping the other levels available for online play.

Please consider that I have only had renegade for just over a week now and had I been more experienced at it then I most likely would have known the answers. Again, sorry if I'm wasting your time.

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