
Subject: Skirmish Map

Posted by [AfterMark](#) on Wed, 22 Jun 2005 01:38:19 GMT

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Is there any way of changing what skirmish map you use? cuz im sick of the normal one

Subject: Re: Skirmish Map

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 01:41:57 GMT

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Go to <http://www.gamefaqs.com/computer/doswin/code/913801.html> look. Thats how i found out.

Subject: Re: Skirmish Map

Posted by [AfterMark](#) on Wed, 22 Jun 2005 01:44:52 GMT

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Naught Cheats! amagad! lol joke

Subject: Re: Skirmish Map

Posted by [AfterMark](#) on Wed, 22 Jun 2005 01:46:59 GMT

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Hmm it only says about skirmish time and money start, not a different map

Subject: Re: Skirmish Map

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 01:47:06 GMT

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Doesnt seem to be there. Give me a moment to find it.

Subject: Re: Skirmish Map

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 02:15:57 GMT

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You can also put a maplist into the svrcfg_skirmish.ini, but it will still play the original map first. Here's an example of what the map list will look like: MapName00=C&C_Canyon.mix
MapName01=C&C_Hourglass.mix
MapName02=C&C_Mesa.mix
MapName03=C&C_Volcano.mix Then, after you finish the first round on C&C_Under, it will load Canyon. There will be no AI on the other maps, but at least you can run around, explore, and get

an idea for rush tactics. You can see all the multimaps in the appropriate directory, just have the .mix filename as the map name. If you need a template, just make a dedicated (or non-dedicated, I suppose) server configuration and save the config. It will be an INI file that you named for it when you saved it. It will look exactly the same, and you can see how it manages the maplist and other variables.

Found it! Chaptercheats.com.

Subject: Re: Skirmish Map

Posted by [AfterMark](#) on Wed, 22 Jun 2005 02:23:03 GMT

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Bah, i'd of perefered the AI on but nvm, ill stick with the net then xD

Subject: Re: Skirmish Map

Posted by [Lijitsu](#) on Wed, 22 Jun 2005 02:26:43 GMT

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Alright then, but that did fix your problem, right?

Subject: Re: Skirmish Map

Posted by [Oblivion165](#) on Wed, 22 Jun 2005 03:06:04 GMT

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I can make those AI, Its a simle process. Maybe ill renhelp it...

Subject: Re: Skirmish Map

Posted by [cmatt42](#) on Wed, 22 Jun 2005 04:20:02 GMT

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There are some AI maps for download. I'll look for them.

EDIT: Here are a few: <http://www.fileplanet.com/92530/0/section/Maps>
