

---

Subject: "extra" maps in multi practice  
Posted by [wkw427](#) on Tue, 01 Jul 2008 00:20:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On some servers, Jellyserv mini AOW, they have these "extra" maps. Not the regular ones like on n00bstories, they are like glacier flying, mutation redux, snow, ect.

I never downloaded them, I assumed they were installed by my game. I have TFD.

Today I played through the default multi maps for fun on multi practice. I edited the skirmish ini to include the extra maps, but they didn't load. It just looped.

How do I play those maps on multi practice?

---

---

Subject: Re: "extra" maps in multi practice  
Posted by [Goztow](#) on Tue, 01 Jul 2008 06:19:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You won't see bots on them anyway, on multiplayer practise, the bots are limited to Under. I'd advice you to simply make a 1 player LAN game to check out these maps .

Those maps are included in core patch 1 and 2, which may explain why you have them.

---

---

Subject: Re: "extra" maps in multi practice  
Posted by [wkw427](#) on Tue, 01 Jul 2008 17:05:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well, whenever I host a 1 player lan game, it jhust stays on gameplay is pending.. :\

---

---

Subject: Re: "extra" maps in multi practice  
Posted by [Carrierll](#) on Tue, 01 Jul 2008 18:14:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Set the player count to one. If you don't do that, it will spend forever waiting for another person to join.

---

---

Subject: Re: "extra" maps in multi practice  
Posted by [wkw427](#) on Tue, 01 Jul 2008 19:21:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I do, set it to one and it stays like that =\

---

---

Subject: Re: "extra" maps in multi practice  
Posted by [cmatt42](#) on Tue, 01 Jul 2008 22:30:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Untick dedicated server.

---