
Subject: Multiplayer practice mode
Posted by [Anonymous](#) on Wed, 24 Apr 2002 11:20:00 GMT
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Is there any way to load the regular multiplayer maps into multiplayer practice? I have a really bad internet connection, and I still want to try out the maps. anybody help me out? I know the Ai is bad, but I wanna see the maps. thanks

Subject: Multiplayer practice mode
Posted by [Anonymous](#) on Wed, 24 Apr 2002 16:51:00 GMT
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yup looks like you can Hey Harvy I'm gonna be an officer before you

Subject: Multiplayer practice mode
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:05:00 GMT
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You should be able to find your answer here:
<http://www.planetcnc.com/renegead/help/rotatepractice/> Note that it says you'll only be able to play against the bots on "Under", but at least you'll be able to thoroughly explore the others...Also, I'm guess you'll now also be able to add the 2 new flying maps as well.

Subject: Multiplayer practice mode
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:12:00 GMT
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MapName00=C&C_Under.mixMapName01=C&C_Walls_Flying.mixMapName02=C&C_City_Flying.mixMapName03=C&C_Canyon.mixMapName04=C&C_Mesa.mixMapName05=C&C_Complex.mixMapName06=C&C_Field.mixMapName07=C&C_Hourglass.mixMapName08=C&C_Islands.mixMapName09=C&C_Volcano.mixMapName10=C&C_Walls.mixEnter that in your svrcfg_skirmish.ini file. That should do the trick.

Subject: Multiplayer practice mode
Posted by [Anonymous](#) on Thu, 25 Apr 2002 11:02:00 GMT
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Sweet, thanks guys.
