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Subject: Maybe

Posted by [Anonymous](#) on Tue, 26 Nov 2002 01:42:00 GMT

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This might be a secret that noone wants to get out (like most) but how do you get on top of buildngs (in non-flying) with just one person. If you dont wanna say in a reply pm me..... if you dont wanna say in a pm then dont but I am just askin.

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 08:21:00 GMT

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quote:Originally posted by cdawg001:If you dont wanna say in a reply pm me..... if YOU DONT WANNA SAY IN A PM THEN DONTThat goes without saying.

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 08:40:00 GMT

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Is it possible to change the default map for the Multiplayer practice mode, so I can explore new maps without getting my butt shot to pieces?

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 09:44:00 GMT

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To my knowledge, no. Though you can change the settings it has, such as time to play and starting funds.To test maps by your self, just go to Multiplayer LAN and host a game (make sure NOT to choose dedicated server) and make it 1 player. After choosing your settings and clicking start you will be playing the map by your self.Good Luck

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 11:21:00 GMT

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quote:Originally posted by wrecker67:Is it possible to change the default map for the Multiplayer practice mode, so I can explore new maps without getting my butt shot to pieces? u can change the map but u still need to do Under first. do a search for old posts, loads of people have asked this question. btw this is the wrong forum for this question

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 14:04:00 GMT

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That is incredibly more complicated then simply clicking on Multiplayer LAN

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 15:55:00 GMT

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Yes, I agree that it is a lot more difficult than multiplayer lan with one person, however people who have a 56k (like I used to have) cannot do the multiplayer lan. The game just says that it cannot find a lan. Now I use multiplayer lan to try out maps, but back in the day, multiplayer practice was all I had.

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 18:59:00 GMT

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edit the svrcfg\_skirmish.ini in the renegade data directory and add this entry:  
MapName00=Skirmish00.mix Add this : MapName01=Name of map.mix (for example,  
MapName01=C&C\_Glacier\_Flying.mix What this would do would make the second map Glacier on the skirmish rotation, the first one must always be skirmish00.mix) Also in this file you can edit multiple aspects of the skirmish mode too, like changing the starting amount of credits. Hope this helps, Grtzdutchduc

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Subject: Maybe

Posted by [Anonymous](#) on Wed, 27 Nov 2002 19:47:00 GMT

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quote:Originally posted by KRAZ: That is incredibly more complicated then simply clicking on Multiplayer LAN There is a good reason to do practice then lan. If you can't use the internet you can't do LAN

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Subject: Maybe

Posted by [Anonymous](#) on Thu, 28 Nov 2002 00:44:00 GMT

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Yes, you can change the multiplayer map in practice mode. You will find it useful to do this because it is hard to learn the map playing it online. Since I am not at the computer I have the game on, I will try to explain this from memory. In the folder c:\westwood\Renegade\data there is a file called something like skirmish.??? I don't remember what the extension is. This folder also

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has all of your installed maps in it. If you open the Skirmish file with a text editor there will be loads of info, most of it is self explanatory. YOU can change the length of the game, starting credits, etc. This is where my memory is a little shaky. About half way down the file, you will find a line that says something like:Map00=skirmish.mix I don't remember what the part before the equals sign is, but it will have a 00 (zero zero) before. The Skirmish.mix file is Under with the AI. To change the map, just change skirmish.mix to C&C\_Under.mix. This will load the Under map with out the AI. If you want any other map, just change it to C&C\_City\_Flying.mix, C&C\_Mesa.mix or whatever map you want to play. Another trick is to add lines to the file to cycle through maps, so after the map00=Skirmish.mix, and the line map01=C&C\_Walls\_Flying.mix, then after you beat the computer on Under, it will automatically switch to the Walls Flying map. You can add as many maps as you want. I hope this helps. Some on these boards helped me with this a long time ago, so I am just returning the favor!

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Subject: Maybe  
Posted by [Anonymous](#) on Thu, 28 Nov 2002 01:18:00 GMT  
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Thanks all, Sorry for posting on the wrong forum.

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Subject: Maybe  
Posted by [Anonymous](#) on Thu, 28 Nov 2002 11:53:00 GMT  
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i know how i can e-mail me with your e-mail and ill show u [haytoe@yahoo.com](mailto:haytoe@yahoo.com)

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Subject: Maybe  
Posted by [Anonymous](#) on Fri, 29 Nov 2002 06:44:00 GMT  
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You do not need to play Under first. With Dante's SkirmishX you can convert regular .mix maps to valid skirmish00.mix maps. <http://www.havocide.com/dante/> There's a news post about it down the page, the direct link is <http://dante.havocide.com/cgi-bin/download/dl.pl?SkirmishXBeta>

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Subject: Maybe  
Posted by [Anonymous](#) on Wed, 04 Dec 2002 10:33:00 GMT  
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a detailed explanation on how to do it is on [www.planetcnc.com](http://www.planetcnc.com)

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