
Subject: The multiplayer practice mode
Posted by [GoldDaniel](#) on Sat, 21 Jun 2003 10:40:08 GMT
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Can you change the difficulty of com players in this?
I'm new so don't presume i'll know.
and if you can or can't change the level of com players, can you change the map? :sleepy:

Subject: Re: The multiplayer practice mode
Posted by [Xtrm2Matt](#) on Sat, 21 Jun 2003 14:58:32 GMT
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GoldDanielCan you change the difficulty of com players in this?
I'm new so don't presume i'll know.
and if you can or can't change the level of com players, can you change the map? :sleepy:

Theres a program that can do this i believe, i think npsmith made it, can't remember what its called though

Subject: The multiplayer practice mode
Posted by [bigwig992](#) on Sat, 21 Jun 2003 16:54:53 GMT
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That's about as smart as the AI players are going to get, sorry . But there is a way to change the map, check back here in acouple of days or so, by then someone with the knowledge should of answered.

Subject: The multiplayer practice mode
Posted by [Nightma13](#) on Sat, 21 Jun 2003 17:02:15 GMT
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no you dont need that program you can code it your-self

as for the AI well AI are shit anyway but maybe change the map for better AI

Subject: The multiplayer practice mode
Posted by [lmdgr8one](#) on Sat, 21 Jun 2003 19:18:35 GMT
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Get some of Dante's AI maps.

Subject: Re: The multiplayer practice mode
Posted by [npsmith82](#) on Sat, 21 Jun 2003 20:00:17 GMT
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GoldDanielcan you change the map? :sleepy:

You can manually change the map yourself, by editing the "svrcfg_skirmish.ini" in your Renegade\Data directory. You will always begin on C&C_Under regardless of which maps you write in the INI file, so just win on this first map then your custom maps will follow. Also, no default installed Westwood Studios maps will have AI bots to fight against.

Add the following lines to the INI file.
Quote:MapName01=C&C_Field.mix
MapName02=C&C_Complex.mix
MapName03=C&C_City.mix

However, you can download a user friendly utility that i made a while back to configure advanced skirmish settings, including friendly fire, starting credits, radar settings, map changes and more. You can download it here.

To download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

Subject: The multiplayer practice mode
Posted by [Skier222](#) on Mon, 23 Jun 2003 00:02:20 GMT
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idk those sniper AI's are damm accurate. i can never destroy the HON form the inside with out being shot by the Sakura.

Subject: The multiplayer practice mode
Posted by [-Tech-](#) on Mon, 23 Jun 2003 00:11:38 GMT
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Skier222idk those sniper AI's are damm accurate. i can never destroy the HON form the inside with out being shot by the Sakura.

Take an APC into the base, use it to kill her from outside, then go in and plant the beacon.

Subject: The multiplayer practice mode
Posted by [ohmybad](#) on Mon, 23 Jun 2003 00:43:45 GMT
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I like to nuke the pp come in w/ a mammy and kill em all :twisted:

Subject: The multiplayer practice mode

Posted by [asdfg195](#) on Mon, 23 Jun 2003 04:16:06 GMT

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I like to APC rush the AGT/OB, get another APC and see how many kills I can get. I think I got about 120ish.

Subject: The multiplayer practice mode

Posted by [A-DawG](#) on Mon, 23 Jun 2003 11:55:39 GMT

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i think even after you kill their hon in MP practice they still get adv. characters.

Subject: The multiplayer practice mode

Posted by [DBB](#) on Mon, 23 Jun 2003 12:27:54 GMT

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A-DawGi think even after you kill their hon in MP practice they still get adv. characters. I think your correct on that one.

Subject: The multiplayer practice mode

Posted by [Skier222](#) on Mon, 23 Jun 2003 15:41:17 GMT

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Quote:i think even after you kill their hon in MP practice they still get adv. characters.

yep, i hate that too

Subject: The multiplayer practice mode

Posted by [Deactivated](#) on Mon, 23 Jun 2003 16:12:59 GMT

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It is better to play multiplayer LAN mode (even if you don't have LAN).

Subject: The multiplayer practice mode

Posted by [kawolsky](#) on Mon, 23 Jun 2003 17:56:00 GMT

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Skier222idk those sniper AI's are damm acurrate. i can never destroy the HON form the inside with out being shot by the Sakura.

those AI are literally walking aim bots

Subject: The multiplayer practice mode

Posted by [GoldDaniel](#) on Sun, 29 Jun 2003 07:42:55 GMT

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Thanx guys you been a great help!

Subject: The multiplayer practice mode

Posted by [Vitaminous](#) on Sun, 29 Jun 2003 16:31:14 GMT

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That's mainly the purpose of this community might !
