
Subject: Multiplayer Practice Maps

Posted by [Dave Mason](#) on Fri, 04 Jun 2004 13:30:08 GMT

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After recently managing to get an account on WOL I have been playing non-stop for weeks, however I only get a measly 20 hours a week of internet use. which leaves me alot of time wishing I could go online.

The point of this topic is that I'm fed up of the default map for multiplayer practice. I've heard somewhere that you can change the map that plays in the svrcfg_skirmish file. However, these are the only fields in the list so I don't know what i have to put in there to change the skirmish map:

[Settings]

TimeLimitMinutes=60

RadarMode=1

Port=****

IsDedicated=no

IsAutoRestart=no

IsPassworded=no

IsQuickMatch=no

IsLaddered=no

RemixTeams=no

CanRepairBuildings=yes

DriverIsAlwaysGunner=yes

SpawnWeapons=yes

UseLagReduction=yes

IsFriendlyFirePermitted=yes

IsTeamChangingAllowed=yes

IsClanGame=no

MaxPlayers=1

BaseDestructionEndsGame=yes

BeaconPlacementEndsGame=yes

StartingCredits=100

Can anyone help me out here?

thanks in advance,

DJM

Subject: Multiplayer Practice Maps

Posted by [WNxTilly](#) on Fri, 04 Jun 2004 15:13:11 GMT

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Check out this site.

<http://www.thecodesmith.com/>

Then follow the C&C Ren option in menu and look under SKirmish.

Hope that helps.

Tilly
