
Subject: Map Names (C&C_...)

Posted by [Anonymous](#) on Tue, 25 Feb 2003 10:08:00 GMT

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Yeah we agreed a while back to name Deathmatch levels in the "C&C_DM_#####.mix" format to keep the DM maps uniform. Also i would have thought Capture The Flag maps should be named "C&C_CTF_#####.mix" and so on. You get the idea, it just to make arranging the differnt game mode type easier for people.
