
Subject: How do I add both M00_ and C&C_ prefixed map to my rotation?

Posted by [iRANian](#) on Tue, 20 Sep 2011 20:28:01 GMT

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From the looks of it with tt.ini I can either set M00_ as prefix or C&C_. If I pick one of them I get configuration errors about a missing GameDefinition for maps prefixed with the other.
