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

Posted by [danpaul88](#) on Wed, 21 Sep 2011 14:18:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Something worth noting is that you cant use the & character in the definition name... or at least you couldn't at one point, not sure if its been fixed. I worked around it as follows;

gameDefinitions:

```
{
CC_Field:
{
mapName = "C&C_Field";
};
};
```

And put CC_Field in the rotation
