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Subject: Re: Version Mismatch (Win32 FDS)  
Posted by [iRANian](#) on Mon, 15 Oct 2012 09:29:53 GMT  
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This is my tt.cfg:

Toggle Spoilerglobal:

```
{  
serverPresetsFile = "objects.gm";  
};
```

gameDefinitions:

```
{  
M00_Tutorial:  
{  
mapName = "M00_Tutorial";  
};  
};
```

Walls\_Flying:

```
{  
mapName = "C&C_Walls_Flying";  
serverPresetsFile = "objects.gm";  
};  
};
```

rotation:

```
[  
"C&C_City_Flying",  
"Walls_Flying"  
];
```

downloader:

```
{  
repositoryUrl = "http://ren.game-maps.net/ttfs/";  
};
```

Make sure tt.cfg is in the main Renegade FDS folder and the objects file inside the Data folder.

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