
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.

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

Posted by [StealthEye](#) on Tue, 20 Sep 2011 22:20:37 GMT

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For maps that do not match the prefix, you will have to add game definitions manually, like the following:

gameDefinitions:

```
{
  M00_blah:
  {
    mapName = "M00_blah";
  };
};
```

Possibly you can also leave the prefix blank, but I am not sure whether that would work correctly.

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

Posted by [iRANian](#) on Wed, 21 Sep 2011 07:48:01 GMT

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Okay thanks, I'll give it a try later today.

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

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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

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

Posted by [iRANian](#) on Wed, 21 Sep 2011 19:16:51 GMT

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Leaving the prefix blank makes it default to C&C, adding the gameDefinition does work. Thanks guys.

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

Posted by [StealthEye](#) on Wed, 21 Sep 2011 23:53:32 GMT

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The issue with the & character not being allowed in the configuration is not fixed, and will not be, since we use the libconfig library for tt.cfg which does not allow that (unfortunately). It's good that you noted it here though.
