Subject: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 08:27:51 GMT

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Like the title say's here's my tt.cfg file, when I remove the green line's it work's but when I add them back it don't..

Quote:gameDefinitions:
{
 AD_Gateshead:
 {
  mapName = "C&C_AD_Gateshead";
  packages = ["C&C_AD_Gateshead", "quake"];
 };
 Ancients:
 {
  mapName = "C&C_Ancients";
  packages = ["C&C_Ancients", "quake"];
 };
 Area51_DM:
 {
  mapName = "C&C_Area51_DM";
  packages = ["C&C_Area51_DM", "quake"];
 };
 AwpMap:
 {
  mapName = "C&C_AwpMap";
  packages = ["C&C_AwpMap", "quake"];
 };
 Battleground:
 {
  mapName = "C&C_Battleground";
  packages = ["C&C_Battleground", "quake"];
 };
 Bio:
 {
  mapName = "C&C_Bio";
  packages = ["C&C_Bio", "quake"];
 };
 BunkersTS:
 {
  mapName = "C&C_BunkersTS";
  packages = ["C&C_BunkersTS", "quake"];
 };
 Caverns:
 {
  mapName = "C&C_Caverns";
  packages = ["C&C_Caverns", "quake"];

```
};
Conquest_Winter:
{
 mapName = "C&C_Conquest_Winter";
 packages = ["C&C_Conquest_Winter", "quake"];
};
Country_Side:
{
 mapName = "C&C_Country_Side";
 packages = ["C&C_Country_Side", "quake"];
};
Death_Rally:
{
 mapName = "C&C_Death_Rally";
 packages = ["C&C_Death_Rally", "quake"];
};
Desert_Seige:
{
 mapName = "C&C_Desert_Seige";
 packages = ["C&C_Desert_Seige", "quake"];
};
Egypt:
{
 mapName = "C&C_Egypt";
 packages = ["C&C_Egypt", "quake"];
};
EVA_Relaunch:
{
 mapName = "C&C_EVA_Relaunch";
 packages = ["C&C_EVA_Relaunch", "quake"];
};
FieldTS:
{
 mapName = "C&C_FieldTS";
 packages = ["C&C_FieldTS", "quake"];
};
GlacierTS:
{
 mapName = "C&C_GlacierTS";
 packages = ["C&C_GlacierTS", "quake"];
};
Gobi:
{
 mapName = "C&C_Gobi";
 packages = ["C&C_Gobi", "quake"];
};
Hangmans_Canyon:
{
```

```
 mapName = "C&C_Hangmans_Canyon";
 packages = ["C&C_Hangmans_Canyon", "quake"];
};
Haunted2:
{
 mapName = "C&C_Haunted2";
 packages = ["C&C_Haunted2", "quake"];
};
HauntedHouse_DM:
{
 mapName = "C&C_HauntedHouse_DM";
 packages = ["C&C_HauntedHouse_DM", "quake"];
};
High_Noon:
{
 mapName = "C&C_High_Noon";
 packages = ["C&C_High_Noon", "quake"];
};
High_Noon_2:
{
 mapName = "C&C_High_Noon_2";
 packages = ["C&C_High_Noon_2", "quake"];
};
Islands_KOTH:
{
 mapName = "C&C_Islands_KOTH";
 packages = ["C&C_Islands_KOTH", "quake"];
};
Lightwave:
{
 mapName = "C&C_Lightwave";
 packages = ["C&C_Lightwave", "quake"];
};
Lightwave2:
{
 mapName = "C&C_Lightwave2";
 packages = ["C&C_Lightwave2", "quake"];
};
Lunar_Landing:
{
 mapName = "C&C_Lunar_Landing";
 packages = ["C&C_Lunar_Landing", "quake"];
};
Lunar_Landing_Race:
{
 mapName = "C&C_Lunar_Landing_Race";
 packages = ["C&C_Lunar_Landing_Race", "quake"];
};
```

```
Mars:
{
 mapName = "C&C_Mars";
 packages = ["C&C_Mars", "quake"];
};
MedicalLevel:
{
 mapName = "C&C_MedicalLevel";
 packages = ["C&C_MedicalLevel", "quake"];
};
MetroTS:
{
 mapName = "C&C_MetroTS";
 packages = ["C&C_MetroTS", "quake"];
};
MutationRedux:
{
 mapName = "C&C_MutationRedux";
 packages = ["C&C_MutationRedux", "quake"];
};
Ruins0X:
{
 mapName = "C&C_Ruins0X";
 packages = ["C&C_Ruins0X", "quake"];
};
Sand:
{
 mapName = "C&C_Sand";
 packages = ["C&C_Sand", "quake"];
};
SeasideCanyon:
{
 mapName = "C&C_SeasideCanyon";
 packages = ["C&C_SeasideCanyon", "quake"];
};
Siege:
{
 mapName = "C&C_Siege";
 packages = ["C&C_Siege", "quake"];
};
Snow:
{
 mapName = "C&C_Snow";
 packages = ["C&C_Snow", "quake"];
};
TankWars:
{
 mapName = "C&C_TankWars";
```

```
 packages = ["C&C_TankWars", "quake"];
};
Terrace:
{
 mapName = "C&C_Terrace";
 packages = ["C&C_Terrace", "quake"];
};
TiberianWars:
{
 mapName = "C&C_TiberianWars";
 packages = ["C&C_TiberianWars", "quake"];
};
TiberiumRedux:
{
 mapName = "C&C_TiberiumRedux";
 packages = ["C&C_TiberiumRedux", "quake"];
};
Tropics:
{
 mapName = "C&C_Tropics";
 packages = ["C&C_Tropics", "quake"];
};
Urban_Rush:
{
 mapName = "C&C_Urban_Rush";
 packages = ["C&C_Urban_Rush", "quake"];
};
Walls_Reloaded:
{
 mapName = "C&C_Walls_Reloaded";
 packages = ["C&C_Walls_Reloaded", "quake"];
};
Whoreglass:
{
 mapName = "C&C_Whoreglass";
 packages = ["C&C_Whoreglass", "quake"];
};
Tropical:
{
 mapName = "C&C_Tropical";
 packages = ["C&C_Tropical", "quake"];
};
 C&C_Canyon:
{
 mapName = "C&C_Canyon";
 packages = ["C&C_Canyon", "quake"];
};
City:
```

```
{
 mapName = "C&C_City";
 packages = ["C&C_City", "quake"];
};
City_Flying:
{
 mapName = "C&C_City_Flying";
 packages = ["C&C_City_Flying", "quake"];
};
Complex:
{
 mapName = "C&C_Complex";
 packages = ["C&C_Complex", "quake"];
};
Field:
{
 mapName = "C&C_Field";
 packages = ["C&C_Field", "quake"];
};
Hourglass:
{
 mapName = "C&C_Hourglass";
 packages = ["C&C_Hourglass", "quake"];
};
Islands:
{
 mapName = "C&C_Islands";
 packages = ["C&C_Islands", "quake"];
};
Mesa:
{
 mapName = "C&C_Mesa";
 packages = ["C&C_Mesa", "quake"];
};
Under:
{
 mapName = "C&C_Under";
 packages = ["C&C_Under", "quake"];
};
Volcano:
{
 mapName = "C&C_Volcano";
 packages = ["C&C_Volcano", "quake"];
};
Walls:
{
 mapName = "C&C_Walls";
 packages = ["C&C_Walls", "quake"];
```

```
 };
 Walls_Flying:
 {
  mapName = "C&C_Walls_Flying";
  packages = ["C&C_Walls_Flying", "quake"];
 };
};
```

```
rotation:
[
 "AD_Gateshead",
 "Ancients",
 "Area51_DM",
 "AwpMap",
 "Battleground",
 "Bio",
 "BunkersTS",
 "Caverns",
 "Conquest_Winter",
 "Country_Side",
 "Death_Rally",
 "Desert_Seige",
 "Egypt",
 "EVA_Relaunch",
 "FieldTS",
 "GlacierTS",
 "Gobi",
 "Hangmans_Canyon",
 "Haunted2",
 "HauntedHouse_DM",
 "High_Noon",
 "High_Noon_2",
 "Islands_KOTH",
 "Lightwave",
 "Lightwave2",
 "Lunar_Landing",
 "Lunar_Landing_Race",
 "Mars",
 "MedicalLevel",
 "MetroTS",
 "MinesTS",
 "MutationRedux",
 "Ruins0X",
 "Sand",
 "SeasideCanyon",
 "Siege",
```

```
  "Snow",
  "TankWars",
  "Terrace",
  "TiberianWars",
  "TiberiumRedux",
  "Tropics",
  "Urban_Rush",
  "Walls_Reloaded",
  "Whoreglass",
  "Tropical",
  "Canyon",
  "City",
  "City_Flying",
  "Complex",
  "Field",
  "Hourglass",
  "Islands",
  "Mesa",
  "Under",
  "Volcano",
  "Walls",
  "Walls_Flying"
];


downloader:
{
 repositoryUrl = ",http://ttfs.game-maps.org";
};
```