

My english sucks so I explain it on this example:

```
;-----  
;----- Miscellaneous Settings  
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;  
  
; GameMode=  
;  
; This setting determines what type of game will be played on your server.  
; 1 = All Out War  
; 2 = Capture The Flag  
; 3 = Sniping  
; 4 = 500 Sniping  
; 5 = Infantry Only  
; Set GameMode to one of the above numbers only. Anything else will default to AOW.  
  
; GameMode=1  
  
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;-----  
;----- Map Specific Configuration  
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;  
  
; [MapName]  
;  
; As of 1.4, almost all settings in the General section can now be used here, this allows you to  
change settings for a  
; certain map only. For example you could put GameMode=1 in [General], then GameMode=5 in  
[C&C_Islands.mix].  
; Doing that would make it AOW on all maps except for Islands, where it would switch to Infantry  
Only.  
; See the General section for explanations of all the settings.  
; The following settings will not work here: DDEName, FDSLogRoot, EnableLog, EchoLog,  
EnableGameLog, EnableNewGamelog,  
; GamelogArchiveLogfiles, and WriteGamelogtoSSGMlog.
```

; Warning: Do not touch the RVC and CTF entries unless you know exactly what you're doing.

```
[C&C_Field.mix]
GameMode=1
WeatherType=Rain
GDIRVC_X=98.022
GDIRVC_Y=-71.006
GDIRVC_Z=1.078
GDIRVC_Face=90.000
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