
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.
