Subject: Re: LevelEdit, TT, and modded maps
Posted by Ethenal on Fri, 16 Mar 2012 21:30:30 GMT
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gameDefinitions:
{
M00_Tutorial:
{
mapName = "M00_Tutorial";
serverPresetsFile = "objects.M00";
};

M01:
{
mapName = "M01";
serverPresetsFile = "objects.M01";
};

M02:
{
mapName = "M02";
serverPresetsFile = "objects.M02";
};

M03:
{
mapName = "M03";
serverPresetsFile = "objects.M03";
};

M04:
{
mapName = "M04";
serverPresetsFile = "objects.M04";
};

M05:
{
mapName = "M05";
serverPresetsFile = "objects.M05";
};

M06:
{
mapName = "M06";
serverPresetsFile = "objects.M06";

```
};

M07:
{
mapName = "M07";
serverPresetsFile = "objects.M07";
};

M08:
{
mapName = "M08";
serverPresetsFile = "objects.M08";
};

M09:
{
mapName = "M09";
serverPresetsFile = "objects.M09";
};

M10:
{
mapName = "M10";
serverPresetsFile = "objects.M10";
};

M11:
{
mapName = "M11";
serverPresetsFile = "objects.M11";
};

M13:
{
mapName = "M13";
serverPresetsFile = "objects.M13";
};

};

rotation:
[
 "M00_Tutorial",
 "M01",
 "M02",
 "M03",
 "M05",
 "M06",
```

```
 "M08",
 "M10",
 "M11",
 "M13"
];


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

This is a tt.cfg for mission maps. The game definition is the name of the map when you set the map in BRenBot or whatever bot you use, objects.MXX is the objects.ddb from the individual map, and there's additional MXX.ddb (which doesn't appear in tt.cfg) which is temps20.ddb from that particular map.

Note (while this may be wrong) I don't even think you can change the objects.ddb server-side, just the temps - but they're seemingly required either way.