
Subject: Re: Server says no maps in rotation but I have it all in TT.cfg

Posted by [Xpert](#) on Wed, 23 May 2012 20:32:50 GMT

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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"];  
};
```

You don't need to include the default Renegade maps in packages as people already have the maps and also, the default maps aren't available in the repository since again, they are default maps and no point in adding them.
