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

Posted by [Xpert](#) on Wed, 23 May 2012 20:33:56 GMT

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Correct way:

C&C_Canyon:

```
{  
mapName = "C&C_Canyon";  
packages = ["quake"];  
};
```

City:

```
{  
mapName = "C&C_City";  
packages = ["quake"];  
};
```

City_Flying:

```
{  
mapName = "C&C_City_Flying";  
packages = ["quake"];  
};
```

Complex:

```
{  
mapName = "C&C_Complex";  
packages = ["quake"];  
};
```

Field:

```
{  
mapName = "C&C_Field";  
packages = ["quake"];  
};
```

Hourglass:

```
{  
mapName = "C&C_Hourglass";  
packages = ["quake"];  
};
```

Islands:

```
{  
mapName = "C&C_Islands";  
packages = ["quake"];  
};
```

Mesa:

```
{  
mapName = "C&C_Mesa";  
packages = ["quake"];  
};
```

Under:

```
{
```

```
mapName = "C&C_Under";
packages = ["quake"];
};
Volcano:
{
mapName = "C&C_Volcano";
packages = ["quake"];
};
Walls:
{
mapName = "C&C_Walls";
packages = ["quake"];
};
Walls_Flying:
{
mapName = "C&C_Walls_Flying";
packages = ["quake"];
};
```
