Subject: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 08:27:51 GMT
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Like the title say's here's my tt.cfg file, when I remove the green line's it work's but when I add them back it don't..

Quote:gameDefinitions:
{
 AD_Gateshead:
 {
  mapName = "C&C_AD_Gateshead";
  packages = ["C&C_AD_Gateshead", "quake"];
 };
 Ancients:
 {
  mapName = "C&C_Ancients";
  packages = ["C&C_Ancients", "quake"];
 };
 Area51_DM:
 {
  mapName = "C&C_Area51_DM";
  packages = ["C&C_Area51_DM", "quake"];
 };
 AwpMap:
 {
  mapName = "C&C_AwpMap";
  packages = ["C&C_AwpMap", "quake"];
 };
 Battleground:
 {
  mapName = "C&C_Battleground";
  packages = ["C&C_Battleground", "quake"];
 };
 Bio:
 {
  mapName = "C&C_Bio";
  packages = ["C&C_Bio", "quake"];
 };
 BunkersTS:
 {
  mapName = "C&C_BunkersTS";
  packages = ["C&C_BunkersTS", "quake"];
 };
 Caverns:
 {
  mapName = "C&C_Caverns";
  packages = ["C&C_Caverns", "quake"];

```
};
Conquest_Winter:
{
 mapName = "C&C_Conquest_Winter";
 packages = ["C&C_Conquest_Winter", "quake"];
};
Country_Side:
{
 mapName = "C&C_Country_Side";
 packages = ["C&C_Country_Side", "quake"];
};
Death_Rally:
{
 mapName = "C&C_Death_Rally";
 packages = ["C&C_Death_Rally", "quake"];
};
Desert_Seige:
{
 mapName = "C&C_Desert_Seige";
 packages = ["C&C_Desert_Seige", "quake"];
};
Egypt:
{
 mapName = "C&C_Egypt";
 packages = ["C&C_Egypt", "quake"];
};
EVA_Relaunch:
{
 mapName = "C&C_EVA_Relaunch";
 packages = ["C&C_EVA_Relaunch", "quake"];
};
FieldTS:
{
 mapName = "C&C_FieldTS";
 packages = ["C&C_FieldTS", "quake"];
};
GlacierTS:
{
 mapName = "C&C_GlacierTS";
 packages = ["C&C_GlacierTS", "quake"];
};
Gobi:
{
 mapName = "C&C_Gobi";
 packages = ["C&C_Gobi", "quake"];
};
Hangmans_Canyon:
{
```

```
  mapName = "C&C_Hangmans_Canyon";
 packages = ["C&C_Hangmans_Canyon", "quake"];
};
Haunted2:
{
 mapName = "C&C_Haunted2";
 packages = ["C&C_Haunted2", "quake"];
};
HauntedHouse_DM:
{
 mapName = "C&C_HauntedHouse_DM";
 packages = ["C&C_HauntedHouse_DM", "quake"];
};
High_Noon:
{
 mapName = "C&C_High_Noon";
 packages = ["C&C_High_Noon", "quake"];
};
High_Noon_2:
{
 mapName = "C&C_High_Noon_2";
 packages = ["C&C_High_Noon_2", "quake"];
};
Islands_KOTH:
{
 mapName = "C&C_Islands_KOTH";
 packages = ["C&C_Islands_KOTH", "quake"];
};
Lightwave:
{
 mapName = "C&C_Lightwave";
 packages = ["C&C_Lightwave", "quake"];
};
Lightwave2:
{
 mapName = "C&C_Lightwave2";
 packages = ["C&C_Lightwave2", "quake"];
};
Lunar_Landing:
{
 mapName = "C&C_Lunar_Landing";
 packages = ["C&C_Lunar_Landing", "quake"];
};
Lunar_Landing_Race:
{
 mapName = "C&C_Lunar_Landing_Race";
 packages = ["C&C_Lunar_Landing_Race", "quake"];
};
```

```
Mars:
{
 mapName = "C&C_Mars";
 packages = ["C&C_Mars", "quake"];
};
MedicalLevel:
{
 mapName = "C&C_MedicalLevel";
 packages = ["C&C_MedicalLevel", "quake"];
};
MetroTS:
{
 mapName = "C&C_MetroTS";
 packages = ["C&C_MetroTS", "quake"];
};
MutationRedux:
{
 mapName = "C&C_MutationRedux";
 packages = ["C&C_MutationRedux", "quake"];
};
Ruins0X:
{
 mapName = "C&C_Ruins0X";
 packages = ["C&C_Ruins0X", "quake"];
};
Sand:
{
 mapName = "C&C_Sand";
 packages = ["C&C_Sand", "quake"];
};
SeasideCanyon:
{
 mapName = "C&C_SeasideCanyon";
 packages = ["C&C_SeasideCanyon", "quake"];
};
Siege:
{
 mapName = "C&C_Siege";
 packages = ["C&C_Siege", "quake"];
};
Snow:
{
 mapName = "C&C_Snow";
 packages = ["C&C_Snow", "quake"];
};
TankWars:
{
 mapName = "C&C_TankWars";
```

```
 packages = ["C&C_TankWars", "quake"];
};
Terrace:
{
 mapName = "C&C_Terrace";
 packages = ["C&C_Terrace", "quake"];
};
TiberianWars:
{
 mapName = "C&C_TiberianWars";
 packages = ["C&C_TiberianWars", "quake"];
};
TiberiumRedux:
{
 mapName = "C&C_TiberiumRedux";
 packages = ["C&C_TiberiumRedux", "quake"];
};
Tropics:
{
 mapName = "C&C_Tropics";
 packages = ["C&C_Tropics", "quake"];
};
Urban_Rush:
{
 mapName = "C&C_Urban_Rush";
 packages = ["C&C_Urban_Rush", "quake"];
};
Walls_Reloaded:
{
 mapName = "C&C_Walls_Reloaded";
 packages = ["C&C_Walls_Reloaded", "quake"];
};
Whoreglass:
{
 mapName = "C&C_Whoreglass";
 packages = ["C&C_Whoreglass", "quake"];
};
Tropical:
{
 mapName = "C&C_Tropical";
 packages = ["C&C_Tropical", "quake"];
};
 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"];
 };
};


rotation:
[
 "AD_Gateshead",
 "Ancients",
 "Area51_DM",
 "AwpMap",
 "Battleground",
 "Bio",
 "BunkersTS",
 "Caverns",
 "Conquest_Winter",
 "Country_Side",
 "Death_Rally",
 "Desert_Seige",
 "Egypt",
 "EVA_Relaunch",
 "FieldTS",
 "GlacierTS",
 "Gobi",
 "Hangmans_Canyon",
 "Haunted2",
 "HauntedHouse_DM",
 "High_Noon",
 "High_Noon_2",
 "Islands_KOTH",
 "Lightwave",
 "Lightwave2",
 "Lunar_Landing",
 "Lunar_Landing_Race",
 "Mars",
 "MedicalLevel",
 "MetroTS",
 "MinesTS",
 "MutationRedux",
 "Ruins0X",
 "Sand",
 "SeasideCanyon",
 "Siege",
```

```
 "Snow",
 "TankWars",
 "Terrace",
 "TiberianWars",
 "TiberiumRedux",
 "Tropics",
 "Urban_Rush",
 "Walls_Reloaded",
 "Whoreglass",
 "Tropical",
 "Canyon",
 "City",
 "City_Flying",
 "Complex",
 "Field",
 "Hourglass",
 "Islands",
 "Mesa",
 "Under",
 "Volcano",
 "Walls",
 "Walls_Flying"
];


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

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by zunnie on Wed, 23 May 2012 15:13:38 GMT

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The only error i spot is the , before the repository url O.o

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by iRANian on Wed, 23 May 2012 15:20:22 GMT

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You need to use the packageeditor.exe file to install the files onto your server or place the maps in your FDS' Data folder.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 18:37:36 GMT
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The maps are already installed to the fds.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Xpert on Wed, 23 May 2012 20:18:53 GMT
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zunnie wrote on Wed, 23 May 2012 11:13The only error i spot is the , before the repository url O.o

This.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 20:30:04 GMT
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Xpert wrote on Wed, 23 May 2012 15:18zunnie wrote on Wed, 23 May 2012 11:13The only error i spot is the , before the repository url O.o

This.

I took that out after I saw his post.

It still says no maps found in rotation.

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.

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"];
};
```

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 20:38:25 GMT
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OK on your first post.

And I will give that a try.

I was going off zunnie's tut on the wiki of the way it was set up.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Wed, 23 May 2012 22:57:48 GMT
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Does the same thing when I change it all to that.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Xpert on Thu, 24 May 2012 04:16:58 GMT
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I'm starting to think you don't have those maps on your FDS ttfs folder.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Thu, 24 May 2012 08:04:47 GMT
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Xpert wrote on Wed, 23 May 2012 23:16I'm starting to think you don't have those maps on your FDS ttfs folder.

that was what I was thinking, so I uninstalled them and installed them again, 2 times.

The maps work if I don't add the green text in my first post.

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by EvilWhiteDragon on Sun, 10 Jun 2012 13:24:10 GMT
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How did you "uninstall them"?

Subject: Re: Server says no maps in rotation but I have it all in TT.cfg
Posted by Distrbd21 on Sun, 10 Jun 2012 21:07:42 GMT
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EvilWhiteDragon wrote on Sun, 10 June 2012 08:24How did you "uninstall them"?

PackageEditor uninstall "map name"

 http://www.tiberiantechnologies.org/wiki/index.php/Resource_manager_documentatio n

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