
New Map Rotation

Posted by kaTana - 2008/01/25 11:33

Hi all,

I have created a new map rotation for War, Hq, Sab & S&D. I have also included every map (except crash_snow). I don't think we can run domination, unless we consistently get a full server. Unfortunately, we can't have any more variants than this in one config file.

```
gametype koth map mp_backlot
gametype war map mp_bloc
gametype sab map mp_bog
gametype koth map mp_cargoship
gametype war map mp_citystreets
gametype sd map mp_crossfire
gametype koth map mp_convoy
gametype war map mp_crash
gametype sab map mp_countdown
gametype koth map mp_farm
gametype war map mp_overgrown
gametype sd map mp_pipeline
gametype koth map mp_strike
gametype war map mp_vacant
gametype sab map mp_showdown
gametype dm map mp_shipment
gametype sd map mp_backlot
gametype koth map mp_bloc
gametype war map mp_bog
gametype sab map mp_cargoship
gametype koth map mp_citystreets
gametype war map mp_crossfire
gametype sd map mp_convoy
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gametype war map mp_countdown
gametype sab map mp_farm
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gametype war map mp_pipeline
gametype sd map mp_strike
gametype koth map mp_vacant
gametype war map mp_showdown
gametype dm map mp_shipment
```

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