
Subject: Re: Vehicle Purchase Queue in DA
Posted by [Gen_Blacky](#) on Wed, 15 Mar 2017 07:21:31 GMT
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```
; -----  
;  
-----  
; ----- Map Specific Section  
-----  
;  
-----  
-----
```

```
; [MapName]
```

```
;  
;  
; This is the map specific settings section. Almost all of DA's settings can be defined here. This  
allows you to, for example, set different game modes  
; for each map. Or enable/disable game features for certain maps.  
; You can also create map specific versions of the custom sections in the format  
"[<Map>_<section>]". "[C&C_Field.mix_Disable_List]", for example.
```

```
[C&C_Islands.mix]  
WeatherType=Rain  
EnableVehicleQueue=1
```

```
[C&C_Canyon.mix]  
WeatherType=Rain  
EnableVehicleQueue=0
```
