

Mapcycle Plugin (1)

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This Plugin manages the maplist

1 Short description

The [Mapcycle Plugin](#) manages the maplist

2 Configuration Overview

JavaScript: configs/plugins/mapcycle.json

```
{  
  
    ]  
}  
}
```

3 Detailed configurationvariables

The configurationfile of the "MapCycle" function is located in the configs/plugins directory and is named mapcycle.json. An explanation of the variables follows:

<u>Variable</u>	<u>Allowed values</u>	<u>Description</u>
<code>enabled</code>	<code>true</code> <code>false</code>	<code>true</code> activates the Plugin, while <code>false</code> deactivates it.
<code>automatic</code>	<code>true</code> <code>false</code>	If <code>automatic</code> is set to <code>true</code> the maplist will be updated automatically.
<code>maplist</code>		<code>maplist</code> is an array, consisting of arrays with the following content: the mapname, the gametype and the amount of rounds of the maps

List of [Gametypes Battlefield 4](#) and [Gametypes Battlefield Hardline](#)