

Lobby map list

gameresources_patch2\generated\decls\pvpmapselectinfolist\casualbattlearenamaplist.decl

The list of maps selectable in the lobby menu.

```
{
  edit = {
    mapSelectList = {
      num = 9;
      item[ 0] = {
        mapName = "maps/game/pvp/pvp_laser/pvp_laser.map";
        mapInfo = "game/pvp/pvp_laser/pvp_laser";
      }
      item[ 1] = {
        mapName = "maps/game/pvp/pvp_deathvalley/pvp_deathvalley.map";
        mapInfo = "game/pvp/pvp_deathvalley/pvp_deathvalley";
      }
      item[ 2] = {
        mapName = "maps/game/pvp/pvp_inferno/pvp_inferno.map";
        mapInfo = "game/pvp/pvp_inferno/pvp_inferno";
      }
      item[ 3] = {
        mapName = "maps/game/pvp/pvp_thunder/pvp_thunder.map";
        mapInfo = "game/pvp/pvp_thunder/pvp_thunder";
      }
      item[ 4] = {
        mapName = "maps/game/pvp/pvp_zap/pvp_zap.map";
        mapInfo = "game/pvp/pvp_zap/pvp_zap";
      }
      item[ 5] = {
        mapName = "maps/game/pvp/pvp_bronco/pvp_bronco.map";
        mapInfo = "game/pvp/pvp_bronco/pvp_bronco";
      }
      item[ 6] = {
        mapName = "maps/game/pvp/pvp_shrapnel/pvp_shrapnel.map";
        mapInfo = "game/pvp/pvp_shrapnel/pvp_shrapnel";
      }
    }
  }
}
```

```
    }  
    item[ 7] = {  
        mapName = "maps/game/pvp/pvp_darkmetal/pvp_darkmetal.map";  
        mapInfo = "game/pvp/pvp_darkmetal/pvp_darkmetal";  
    }  
    item[ 8] = {  
        mapName = "maps/game/pvp/pvp_sideswipe/pvp_sideswipe.map";  
        mapInfo = "game/pvp/pvp_sideswipe/pvp_sideswipe";  
    }  
}  
  
}
```

Revision #2

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