

SetGameType

This function sets a string containing a name for the game type. This should be the game-mode that is active, for example "Capture The Flag" or "Deathmatch". This is then displayed in the server browser and external server browsers.

It should be noted that mapmanager handles this automatically for gamemodes that utilise the map/gamemode system.

Syntax

```
bool setGameType ( string gameType )
```



Gamemode column that shows a server's game type.

Required Arguments

- **gameType:** A string containing a name for the game mode, or *false* to clear it.

Returns

Returns *true* if the game type was set, *false* if an invalid argument was passed to the function.