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Subject: RC3 !next map problem

Posted by [Jellybe4n](#) on Sun, 28 Nov 2004 22:45:15 GMT

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We never use set nextmap or voting, we have never done nothin at all like that, the rotation is the same day in and day out, always has been. And yes obviously its better than it crashing, I was just asking a question and maybe reporting a possible bug. Considering we never encountered this on 1.35 or 1.36 RC2, I took a wild stab in the dark that it was RC3.

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