
Subject: !setnextmap

Posted by [WarZman](#) on Wed, 21 Sep 2005 18:17:07 GMT

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when are you gonna fix the !setnextmap command ???

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !setnextmap

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !nextmap

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !setnextmap field.mix

[20:14] <WarZman> !setnextmap field.mix

[20:14] <[lwd]WarZone> 14Host: [BR] Setting next map to C&C_Field.mix ...

[20:14] <WarZman> !nextmap

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <WarZman> !shownext

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <WarZman> !rehash

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !gameover NOW

[20:15] <[lwd]WarZone> GameOver CMD Sent.

[20:15] <[lwd]WarZone> 14Host: [BR] BRenBot Configuration Files Rehashed By Admin

[20:15] <[lwd]WarZone> 9Terminating game on demand...

[20:15] <[lwd]WarZone> 9Loading level C&C_Under.mix

[20:15] <[lwd]WarZone> 14Host: Teams have been swapped.

[20:15] <[lwd]WarZone> 9Level loaded OK

[20:15] <[lwd]WarZone> 08[lwd]Farmermen[nl] : we beginnnnnnn ...!

[20:15] <[lwd]WarZone> 14Host: [BR] Minelimit for C&C_Under.mix is 30 mines.

i set it from mirc to nextmap because ingame it will not work...

some help please
