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Subject: Re: Official HL bot thread

Posted by [Nightma12](#) on Fri, 01 Sep 2006 12:56:32 GMT

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Quote:and oh yeah, this is bot a bug that is why why has "Start PINFO output" and "End PINFO output"

and it often misses players out...

it loops thoug the player ID's, if id 1 is ingame, print id 1, if id is ingame print id 2, if id 3 i not ingame then quit loop

problem then is that if id 4 is also ingame.. it will skip them out

what is the point in !thismap???? lol..

and y dont u make it !next? so much easier

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