Subject: !setnextmap for .lsd maps
Posted by Reaver11 on Tue, 28 Oct 2008 15:28:33 GMT

Is there away to fix the issue with setnextmap for .lsd maps? by !setnextmap c&c_citymod.lsd

I use brenbot 1.52

When I run a pkg file on a server I cannot use the setnextmap command for the map if I use it it cannot find the map even when the mapname is in the ssgm.ini (also for wheater settings and RVC)

When I type in the correct name with capitolletters and all the server errors and cannot set nextmap.

Is there a way to fix this? Or do I need to add the map data also somewhere else?