Subject: Re: !setnextmap for .lsd maps
Posted by danpaul88 on Wed, 29 Oct 2008 15:34:35 GMT
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BRenBot looks for maps in the data folder, and does not recognise the distinction between .mix maps and maps inside a pkg mod. Due to the way PKG mods work BRenBot has no way to check map names typed in are accurate, and would crash the server if put badly typed map names into the server settings.