
Subject: Re: Brenbot rotation command

Posted by [danpaul88](#) on Fri, 03 Oct 2014 21:17:38 GMT

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BRenBot reads the rotation from your tt.cfg file like so;

```
# If using SSGM 4.0 then read the map rotation from the tt.cfg file
if ( $ssgm_version >= 4 )
{
  my $ttConfigFile;
  my $mapRotationIdx = -1;

  open ( ttConfigFile, $config_fdspath."/tt.cfg" );
  while ( <ttConfigFile> )
  {
    # Start of map rotation section?
    if ( /^rotation\:$/ )
    {
      $mapRotationIdx = 0;
    }

    # End of map rotation section?
    elsif ( $mapRotationIdx >= 0 && /\];$/ )
    {
      $mapRotationIdx = -1;
    }

    elsif ( $mapRotationIdx >= 0 && /\s*"(.+)\",?$/ )
    {
      chomp(my $mapname=$1);
      my %hash;
      $hash{'mapname'} = $mapname;
      $hash{'id'} = $mapRotationIdx;
      push (@maplist, \%hash);

      # Increment map rotation def index
      $mapRotationIdx++;
    }
  }
  close ( ttConfigFile );
}
```
