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Subject: Re: Brenbot rotation command

Posted by [danpaul88](#) on Sat, 04 Oct 2014 11:46:57 GMT

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The map that gets highlighted is based purely on the index of the map in the rotation, so it just counts N maps from the first one and highlights that one. BRenBot uses the mapnum command to get the position the server is currently at in the rotation (this works better than searching for a specific map \*name\* because a map can appear in the rotation more than once)

If you inject maps into the rotation outside of tt.cfg then BRenBot won't know about them and thus the rotation which is displayed will be wrong.

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