Subject: Re: Brenbot rotation command
Posted by roszek on Sat, 04 Oct 2014 17:42:30 GMT

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danpaul88 wrote on Sat, 04 October 2014 04:46The 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.

All the maps are set up in the tt.cfg in the same way yet for some reason one does not show up, if I change the rotation around it will show a different map missing.

The plugin I used above is set up in the same way basically as you describe;

```
for(int i = 0; i<Get_Map_Count(); i++)
{
 if( Get_Current_Map_Index() == i)
  map = StringClass::getFormattedString("[%s]",Get_Map(i));
 else
  map = Get_Map(i);
 list += " " + map;
}
```

I'm not sure why one works and the other doesn't display all the maps. :/