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Subject: Re: Brenbot rotation command

Posted by [OuTSMoKE](#) on Sun, 12 Oct 2014 22:25:54 GMT

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I've had this happen on different occasions with my bot, maybe what I've found to be the case with mine will help you.

Situation 1:

A map or two doesn't load right in the fds, but in the list it shows up.

Example:

In game = Complex

Rotation = [Complex] Mesa Islands BunkersTS

Nextmap = Mesa

Complex ends, for some reason Mesa doesn't load, so the server loads Islands, and results in this:

In game = Islands

Rotation = Complex [Mesa]Islands BunkersTS

Nextmap = Islands

Actual next map loaded = BunkersTS

So basically if a map is missing or doesn't load in the FDS properly, it fucks up the rotation list.

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Situation 2:

I only have the above issue on my test server, as I'm running MPF's random rotation plugin on the public Kambot. !rotation is out the window, but !nextmap is always accurate.

It WOULD be cool if somehow the brenbot could check the !nextmap and highlight the proper map in !rotation, but I find it really a non-issue.

Here's what my current setup looks like, after a fresh restart and one gameover:

[5:24pm] <~OuTSMoKE> !gi

[5:24pm] <&KamServ> Gameinfo: (WOL) Map: C&C\_Tib\_Pit\_3.mix GDI: 0/52 players 0 points

Nod: 0/52 players 0 points 0.00.00 mins left SFPS: 1130561

[5:24pm] <~OuTSMoKE> !rot

[5:24pm] <&KamServ> Host: The map rotation includes:

[5:24pm] <&KamServ> Host: Islands [Airai\_b7] Alpine\_Night Arid

[5:24pm] <&KamServ> Host: Arena Atoll\_b3 Aurora backstab\_b5

[5:24pm] <&KamServ> Host: BattleCreek Big\_Walls Bio BoxedInV4

[5:24pm] <&KamServ> Host: bridge Bridge\_Control BunkersTS Cairo  
[5:24pm] <&KamServ> Host: Canyon Caves City\_Flying\_Re City2\_extended  
[5:24pm] <&KamServ> Host: Cliffs Clover Colossus2r1 Complex  
[5:24pm] <&KamServ> Host: conflicts Conquest\_Island Conquest\_Winter Country\_Side  
[5:24pm] <&KamServ> Host: Creekdale\_flying Death\_Pass Delta Desert\_Seige2  
[5:24pm] <&KamServ> Host: DesertTunnels DomesV2 Dusk EKIsland  
[5:24pm] <&KamServ> Host: EVA\_Relaunch FieldTS Frag\_City Forgotten\_Town  
[5:24pm] <&KamServ> Host: Fortress2k4 Fusion Gigantomachy GlacierTS  
[5:24pm] <&KamServ> Host: GrasslandAssault Grotto\_b3 Hangmans\_Canyon High\_Altitude  
[5:24pm] <&KamServ> Host: High\_Noon\_2 HillBilly\_Valley Hourglass Hourglass\_Flying  
[5:24pm] <&KamServ> Host: Installation Islands Madness Mars  
[5:24pm] <&KamServ> Host: Mesa Metropolis MetroTS MinesTS  
[5:24pm] <&KamServ> Host: Niagra Night0X Nightfly2 Oasis\_Flying  
[5:24pm] <&KamServ> Host: Overlook Plunder\_Valley Pompeii Port\_Rev  
[5:24pm] <&KamServ> Host: Quick\_Draw River\_Canyon RiverValley Ruins0X  
[5:24pm] <&KamServ> Host: Siege Snow Storm\_Walls\_Flying SunFusion  
[5:24pm] <&KamServ> Host: Tech\_City The\_Moon Tib\_Field Tib\_Pit\_3  
[5:24pm] <&KamServ> Host: Tib\_Waste Tomb Tropics Under  
[5:24pm] <&KamServ> Host: Underpass Urban\_Rush Volcano\_Flying WallsEVO  
[5:24pm] <&KamServ> Host: Wasteland Worthy\_Classic

As you can see, the [] in the rotation just moves down the list, instead of highlighting the current map.

Hope this info can help either you or danpaul, or the TT people, whatever. Like I said, I don't mind it, but I can see how others' might.