Subject: Re: Brenbot rotation command
Posted by roszek on Thu, 30 Oct 2014 02:52:51 GMT

Ethenal wrote on Sat, 18 October 2014 14:47Just an update: we've put fanmaps back on Jelly and we definitely have a bugged !setnextmap command. I knew it happened in the past but I couldn't remember what the problem was - my current hypothesis is that it moves the rotation forward one map each time you type !setnextmap - so it may actually be changing the "next" map to the one you requested, but it moves the rotation forward one slot so by the time the game ends the server skips multiple maps ahead.

I'll let you know as I mess with it, I'll probably be able to fix it.

I see something a little different.

Say I have maps 1234567 in the tt config and I am on map 1, I do a setnextmap to say map 6 (or whatever) my rotation no longer lists as 1234567 after map 1 ends, it will now list as 1334567.