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Subject: Re: Brenbot rotation command

Posted by [Ethenal](#) on Thu, 30 Oct 2014 12:58:52 GMT

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Hmm... well our primary issue turned out to be a missing comma in tt.cfg, so we were having rotation bugs even without using !setnextmap

I've found you can check the current map with "mlist <#>", you can find the current map number # with "mapnum", and you can change a map # to be a different map with "mlistc <#> <map>"

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