Subject: !setnextmap messed up the rotation... Posted by Blazer on Wed, 21 Jan 2004 08:24:03 GMT View Forum Message <> Reply to Message

I've seen this bug happen before...usually its caused by setting the next map when the current map is the one at the end of the rotation. In the next version I will make sure it at least saves a backup copy, and will consider adding rotation profiles.

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