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Subject: !setnextmap messed up the rotation...

Posted by [mac](#) on Wed, 21 Jan 2004 16:09:33 GMT

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!setnextmap and the voting stuff use the same methods to set the next map. There is a bug that messes up the rotation if you're setting/voting the next map while being on the last map of the rotation. That needs to get fixed, I guess.

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