
Subject: !setnextmap

Posted by [WarZman](#) on Wed, 21 Sep 2005 18:17:07 GMT

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when are you gonna fix the !setnextmap command ???

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !setnextmap

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !nextmap

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !setnextmap field.mix

[20:14] <WarZman> !setnextmap field.mix

[20:14] <[lwd]WarZone> 14Host: [BR] Setting next map to C&C_Field.mix ...

[20:14] <WarZman> !nextmap

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <WarZman> !shownext

[20:14] <[lwd]WarZone> 14Host: The next map will be: C&C_Field.mix

[20:14] <WarZman> !rehash

[20:14] <[lwd]WarZone> 06[Team] 04 [lwd]danman[nl]LEAD : !gameover NOW

[20:15] <[lwd]WarZone> GameOver CMD Sent.

[20:15] <[lwd]WarZone> 14Host: [BR] BRenBot Configuration Files Rehashed By Admin

[20:15] <[lwd]WarZone> 9Terminating game on demand...

[20:15] <[lwd]WarZone> 9Loading level C&C_Under.mix

[20:15] <[lwd]WarZone> 14Host: Teams have been swapped.

[20:15] <[lwd]WarZone> 9Level loaded OK

[20:15] <[lwd]WarZone> 08[lwd]Farmermen[nl] : we beginnnnnnn ...!

[20:15] <[lwd]WarZone> 14Host: [BR] Minelimit for C&C_Under.mix is 30 mines.

i set it from mirc to nextmap because ingame it will not work...

some help please

Subject: Re: !setnextmap

Posted by [mac](#) on Wed, 21 Sep 2005 18:26:31 GMT

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Doesn't work too well when there are more one map in the rotation with the same map, plus there cannot be much done to fix it.. most of the time it works, sometimes it does not.
