
Subject: Map Rotation Editor

Posted by [Speedy059](#) on Wed, 16 Aug 2006 23:19:31 GMT

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Well, i've been gone for awhile and I came back a couple months ago. I see that there is a new 'bot' for the FDS (BRenBot), pretty cool ren tool. However, one thing I missed having that BR.NET had is a Map Rotation Editor. I realized that there are some people out there that have mIRC on their server box that they use. So I made this user friendly Map Rotation Editor. It makes adding maps or removing maps to your map rotation a lot easier, than having to do it manually in the svrcfg.ini in the \data\ folder. Here is a screen shot, I plan on releasing the script either tonight or tomorrow. Thanks to WD, I will be able to complete this thing!

Screen Shot:

<http://img56.imageshack.us/my.php?image=rotationun4.jpg>

Subject: Re: Map Rotation Editor

Posted by [danpaul88](#) on Wed, 16 Aug 2006 23:23:20 GMT

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Well BRenBot is not exactly new, its been around for years, but your program sounds very nice

Subject: Re: Map Rotation Editor

Posted by [Caveman](#) on Thu, 17 Aug 2006 01:28:30 GMT

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danpaul88 wrote on Wed, 16 August 2006 18:23 Well BRenBot is not exactly new, its been around for years, but your program sounds very nice

He means the beta version that we're running. Thanks Speedy for the Rotation editor...The lazy mans way is always better

Subject: Re: Map Rotation Editor

Posted by [Speedy059](#) on Fri, 18 Aug 2006 00:14:27 GMT

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I finished the script. The "Mine Limit" is not functional, pay no attention to it. I'll add that feature once I know there are no bugs in this script. This script is for mIRC only. Just a word of caution, your config file in your data folder has to be the default name of svrcfg_cnc.ini.

<http://www.esnips.com/doc/8c92e62e-f167-4ab0-a450-5fbf35afb3ca/RotationEditor.zip>
