
Subject: !setnextmap for .lsd maps

Posted by [Reaver11](#) on Tue, 28 Oct 2008 15:28:33 GMT

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Is there away to fix the issue with setnextmap for .lsd maps? by !setnextmap c&c_citymod.lsd

I use brenbot 1.52

When I run a pkg file on a server I cannot use the setnextmap command for the map if I use it it cannot find the map even when the mapname is in the ssgm.ini (also for wheater settings and RVC)

When I type in the correct name with capitolletters and all the server errors and cannot set nextmap.

Is there a way to fix this? Or do I need to add the map data also somewhere else?

Subject: Re: !setnextmap for .lsd maps

Posted by [danpaul88](#) on Wed, 29 Oct 2008 15:34:35 GMT

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BRenBot looks for maps in the data folder, and does not recognise the distinction between .mix maps and maps inside a pkg mod. Due to the way PKG mods work BRenBot has no way to check map names typed in are accurate, and would crash the server if put badly typed map names into the server settings.

Subject: Re: !setnextmap for .lsd maps

Posted by [Reaver11](#) on Wed, 29 Oct 2008 23:25:23 GMT

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So basically brenbott cant check the names thus wont be able to determine if the mapname is spelled correct and wont setnextmap because it otherwise might crash?

Subject: Re: !setnextmap for .lsd maps

Posted by [danpaul88](#) on Wed, 29 Oct 2008 23:32:10 GMT

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In a nutshell, yes.

Subject: Re: !setnextmap for .lsd maps

Posted by [Reaver11](#) on Fri, 31 Oct 2008 10:38:48 GMT

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Hmm too bad.
Anyways thank you danpaul
