
Subject: Random map Rotation???

Posted by [Distrbd21](#) on Wed, 23 May 2012 02:48:05 GMT

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Can it be ported to 4.0 please to use in ssgm?

Subject: Re: Random map Rotation???

Posted by [Xpert](#) on Wed, 23 May 2012 18:29:06 GMT

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How come everytime I read your posts, it's nothing but stupidity. Random map rotation is something done by server side bots. Whether it's 4.0 or not.

You seem to ask for every piece of code in the world to be handed to you instead of making any effort at all to understand it to make things on your own.

Subject: Re: Random map Rotation???

Posted by [Distrbd21](#) on Wed, 23 May 2012 19:14:37 GMT

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Xpert wrote on Wed, 23 May 2012 13:29: How come everytime I read your posts, it's nothing but stupidity. Random map rotation is something done by server side bots. Whether it's 4.0 or not.

You seem to ask for every piece of code in the world to be handed to you instead of making any effort at all to understand it to make things on your own.

You know you always seem to talk outta your ass when it comes to server stuff, Brenbot does not do a random rotation "that I'm aware of"

And no I'm not asking for every Piece of code, I have one of the biggest source codes out there provided by Darknes2...

All I asked was it to be simply ported from reborns to 4.0 ssgm.

If you can't handle me asking stuff like that, learn to keep your mouth shut and stay the fuck outta my topics...

Subject: Re: Random map Rotation???

Posted by [Reaver11](#) on Wed, 23 May 2012 19:31:39 GMT

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DistrbdSt0rm21 wrote on Wed, 23 May 2012 12:14

Can Reborns Random map Rotation plugin be ported to 4.0 ssgm?

Fixed now your question is clear.
I think it would be and best guess is to contact Reborn.

Subject: Re: Random map Rotation???
Posted by [Distrbd21](#) on Wed, 23 May 2012 19:34:00 GMT
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Reaver11 wrote on Wed, 23 May 2012 14:31
DistrbdSt0rm21 wrote on Wed, 23 May 2012 12:14
Can Reborns Random map Rotation plugin be ported to 4.0 ssgm?

Fixed now your question is clear.
I think it would be and best guess is to contact Reborn.

Thank you for not being a ass about it.

And I'm trying to find him atm.

Subject: Re: Random map Rotation???
Posted by [Xpert](#) on Wed, 23 May 2012 19:59:19 GMT
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DistrbdSt0rm21 wrote on Wed, 23 May 2012 15:14
You know you always seem to talk outta your ass when it comes to server stuff, Brenbot does not do a random rotation "that I'm aware of"

Where in my post did I mention BRenBot, for one.

Second off, I've been running servers even before you discovered Renegade from your local walmart. You seem to talk out of your ass for where you get your information from.

Third, I made a regulator of my own and also help extend a current one which is currently CloudyServ and even made it work for 4.0. I really talked out of my ass for that one huh?

DistrbdSt0rm21 wrote on Wed, 23 May 2012 15:14
And no I'm not asking for every Piece of code, I have one of the biggest source codes out there provided by Darknes2...

Maybe if you put thought into your topics before posting them, your sentences would come out better instead of it sounding like "GIMME GIMME CODE NAOW".

Size of source code doesn't mean shit. I don't see the point in that statement.

DistrbdSt0rm21 wrote on Wed, 23 May 2012 15:14
All I asked was it to be simply ported from reborns to 4.0 ssgm.

No you didn't. This was your post:

Quote:
TOPIC: Random map Rotation???
Can it be ported to 4.0 please to use in ssgm?

You didn't mention anything related to Reborn.
You didn't mention it was an ssgm plugin.
All I got out of your stupid post was CAN THIS BE DONE??!?!?! + "port to 4.0" + "ssgm" = Dumb question without any sort of detail as to what the fuck you're talking about.

DistrbdSt0rm21 wrote on Wed, 23 May 2012 15:14
If you can't handle me asking stuff like that, learn to keep your mouth shut and stay the fuck outta my topics...

I don't have to. Since it is a public forum and replying to your stupid topics makes you renerage so it provides me with slight entertainment.

You don't want me bashing your shit or anyone else, then try to make an effort to at least put a little more intelligence into what you're asking before posting it.

Subject: Re: Random map Rotation???
Posted by [Distrbd21](#) on Wed, 23 May 2012 20:13:56 GMT
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You know trying to act like a jackass makes you look like a ass.

You should try to help me instead of acting like the old renforums assholes.

And if you really read my topic and post right, there is only one random map rotation ssgm plugin out there witch is reborns, maybe if you googled it you would of found it to..

and I'm not renerageing I'm not pissed off at all, I think it's funny that your making an ass of yourself trying to make people look bad and make yourself look good, guess what it's not working.

Subject: Re: Random map Rotation???
Posted by [Xpert](#) on Wed, 23 May 2012 20:25:47 GMT
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DistrbdSt0rm21 wrote on Wed, 23 May 2012 16:13 You know trying to act like a jackass makes you look like a ass.

I wasn't acting. I know I'm being an ass. Again, what point are you trying to make?

DistrbdSt0rm21 wrote on Wed, 23 May 2012 16:13
You should try to help me instead of acting like the old renforums assholes.

Can't help someone who doesn't post topics with enough information as to what the fuck they're trying to accomplish.

Quote:

And if you really read my topic and post right, there is only one random map rotation ssgm plugin out there witch is reborns, maybe if you googled it you would of found it to..

St0rm made a random rotation code also. How do I not know or anyone else know, you're not asking for someone to post some code to make something work for 4.0 that does random map rotation that isn't related to an ssgm plugin?

DistrbdSt0rm21 wrote on Wed, 23 May 2012 16:13
I think it's funny that your making an ass of yourself trying to make people look bad and make yourself look good, guess what it's not working.

I wasn't trying to make you look bad and I have no reason to make myself look good. I was merely mocking your post in an asshole manner with no set goal other than for you to realize you need to post shit that makes sense.

Subject: Re: Random map Rotation???
Posted by [Sean](#) on Wed, 23 May 2012 22:21:23 GMT
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Xpert he's really not worth the time of day in trying to explain that he should stop being lazy and stop expecting everything to be handed to him on a silver platter.

Subject: Re: Random map Rotation???
Posted by [reborn](#) on Thu, 24 May 2012 08:51:07 GMT
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DistrbdSt0rm21 wrote on Wed, 23 May 2012 15:34 Reaver11 wrote on Wed, 23 May 2012 14:31 DistrbdSt0rm21 wrote on Wed, 23 May 2012 12:14
Can Reborns Random map Rotation plugin be ported to 4.0 ssgm?

Fixed now your question is clear.
I think it would be and best guess is to contact Reborn.

Thank you for not being a ass about it.

And I'm trying to find him atm.

I wanted to do this myself when I joined TT. The version of TT at the time, did not allow the SSGM version to be ported to TT.
This could of changed in that time period, but when I looked at it, it wasn't possible in the way it was achieved in the plug-in you're referring to.

Subject: Re: Random map Rotation???
Posted by [iRANian](#) on Thu, 24 May 2012 08:52:21 GMT
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It'll work with beta 5, currently it doesn't work because of the MLISTC issue (crash when changing map position sometimes).

Subject: Re: Random map Rotation???
Posted by [robbyke](#) on Thu, 24 May 2012 15:34:04 GMT
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I ask ALOT if stuff here and never had Xpert rage on me and also asked some stuff out of laziness at start