Subject: Re: random map rotation code && !setnextmap
Posted by jnz on Sat, 02 Aug 2008 08:26:20 GMT

Nice one Reborn, another good release

You might want to change:

Console_Input(StrFormat("msg Moderator %s has changed the next map!",Get_Player_Name_By_ID(ID)).c_str());

to

Console_Input(StrFormat("msg Moderator %S has changed the next map!",Get_Wide_Player_Name_By_ID(ID)).c_str());