Posted by iRANian on Tue, 17 Apr 2012 21:50:54 GMT

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Setting a map specific time limit doesn't work if the time limit is set to 0 in svrcfg_cnc.ini (i.e. if the server is a marathon one), because the time limit is 0. If you change the time remaining (with TIME) the time will run out but it won't gameover the map, if you use TIMEL to change the time limit to anything but 0 it will gameover.

So BRenBot needs to add some special exceptions to the map specific config stuff if the time limit is set to 0 in svrcfg_cnc.ini.