
Subject: Re: Brenbot rotation command

Posted by [roszek](#) on Mon, 29 Sep 2014 03:43:41 GMT

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Xpert wrote on Sun, 28 September 2014 16:02Never had this problem. Unless you're only running 2 maps then maybe because I've seen it bug sometimes with just 2 maps on rotation.

Na.

I wrote a simple ssgm rotation command to show what I mean.

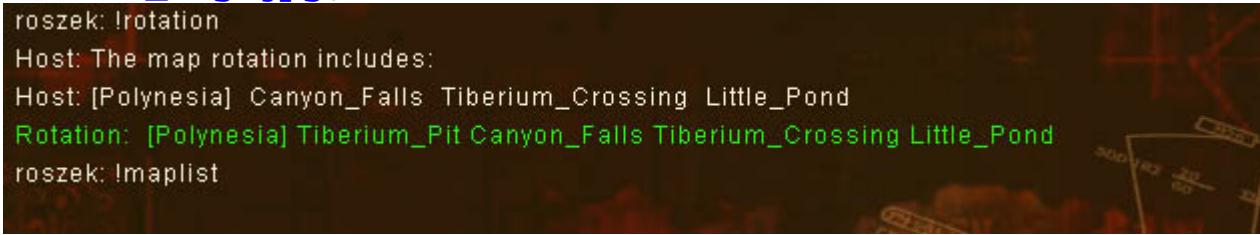
With the brenbot command you see a map missing from the list, there are 5 maps as you can see from my plugin.

The brackets mess up when it gets to a map not listed.

File Attachments

1) [rot_bug.jpg](#), downloaded 1205 times

roszek: !rotation
Host: The map rotation includes:
Host: [Polynesia] Canyon_Falls Tiberium_Crossing Little_Pond
Rotation: [Polynesia] Tiberium_Pit Canyon_Falls Tiberium_Crossing Little_Pond
roszek: !maplist



The image is a screenshot of a game interface, likely Command & Conquer: Renegade. It shows a list of maps in a rotation cycle. The list includes 'Canyon_Falls', 'Tiberium_Crossing', 'Little_Pond', and 'Tiberium_Pit'. The 'Tiberium_Pit' entry is highlighted in green, indicating it is the current map in the rotation. The background shows a dark, textured map surface.
