Subject: Some ideas for future versions...
Posted by Alkaline on Tue, 20 Jan 2004 05:31:24 GMT
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In Br.Net I was able to add some stuff to the command.xml file:

!setcredits XXX which set the amount of credits a person would get on next map

!rotationA a list of maps I had in the commands.xml, it would change to that rotation.

!rotationB same as !rotationA but a differnt map rotation.

custom commands that could be coded into commands.xml...

maybe make a commands.xml for brenbot also?