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Subject: Re: scripts.dll 3.0

Posted by [danpaul88](#) on Sun, 10 Sep 2006 22:04:17 GMT

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dead6re wrote on Sun, 20 August 2006 18:39 Isn't "MapName=" used in brenbot for !setnextmap?

Old message I know, but MapName= just sets the first map, BRenBot does NOT need this line to function, it only reads the MapName00 lines.

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