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Subject: Re: scripts.dll 3.0

Posted by [dead6re](#) on Mon, 11 Sep 2006 13:39:19 GMT

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danpaul88 wrote on Sun, 10 September 2006 18:04dead6re wrote on Sun, 20 August 2006 18:39Isn'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.

What about the "!setnextmap" command. Last time I checked it did!

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