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Subject: Re: Call !nextmap

Posted by [jnz](#) on Tue, 25 Mar 2008 22:26:41 GMT

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```
char Msg[256];
```

```
sprintf(Msg, "msg Next map will be %s\n", (The_Game()->MapList[The_Game()->MapNumber+1]  
== 0 ? The_Game()->MapList[0] : The_Game()->MapList[The_Game()->MapNumber+1]));
```

```
Console_Input(Msg);
```

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