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Subject: Re: Random Map Rotation

Posted by [Goztow](#) on Sun, 13 Jul 2008 11:43:01 GMT

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You could probably already make one server side, as !setnextmap is implemented in most server regulators. At the start of a map, you generate a random number between 1 and 12 and each is bound to a map. If the generated number corresponds to the map you're currently on, you do it again. Then you do !setnextmap "chosen map" and that's that.

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