Subject: Re: Change map
Posted by Ethenal on Thu, 30 Sep 2010 21:29:27 GMT
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Typically bots simply insert a map after the current one into the rotation then end the map. I think BR uses a "mapnum" command or something that tells it which entry the server is on, then it adds the chosen map into the entry right after it (moving the actual next map one slot forward). I don't think there's an actual built-in way to switch to a chosen map, but that usually works fine.