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Subject: Re: Set\_Map errors?

Posted by [iRANian](#) on Wed, 14 Mar 2012 22:53:13 GMT

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I had the exact same issues with Set\_Map() and mlistc with beta 3. This is what I used for Set\_Map(), mlistc was set manually, the behavior for Set\_Map() and mlistc is different:

```
void SetNextMap::Activate_IRC(StringClass Nick, StringClass Channel, Tokenizer Msg)
{
    if (Msg.Size() != 2)
    {
        IRC::Send("PRIVMSG %s :usage !setnextmap <name>.\n", Channel);
        return;
    }
    int NextID = Get_Current_Map_Index() + 1;

    const char *temp = Get_Map(NextID);
    if( temp == NULL)
    {
        NextID = 0;
    }

    for(int i = 0;; i++)
    {
        const char *x = Get_Map(i);
        if( x != NULL)
        {
            if (stristr(x, Msg[2]))
            {
                if (Set_Map(x, NextID))
                {
                    IRC::Send("PRIVMSG %s :The next map was set to %s.\n", Channel, x);
                }
                else
                {
                    IRC::Send("PRIVMSG %s :Unknown error trying to set map to %s.\n", Channel, x);
                }
                return;
            }
        }
        else
        {
            break;
        }
    }
    IRC::SendC(Channel, "Map not found.");
}
```

I've got a a server directory setup that can be used to reproduce the issue, if needed I can upload it.

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