
Subject: RC3 !next map problem
Posted by [Jellybe4n](#) on Sun, 28 Nov 2004 22:15:41 GMT
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Only thing I have found wrong with RC3 is this,

```
!nextmap  
Host: The next map will be: unknown!
```

Is this meant to happen, and if so is there an option I dont know of to change it ? or is it a bug ?

Subject: RC3 !next map problem
Posted by [mac](#) on Sun, 28 Nov 2004 22:37:57 GMT
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It's better than crashing, isn't it?

If you change the next map via voting/setnextmap etc, the map AFTERWARDS is definitely unknown. That's a fact, and there is no fix going to happen for that. This is how brenbot works.

Subject: RC3 !next map problem
Posted by [Jellybe4n](#) on Sun, 28 Nov 2004 22:45:15 GMT
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We never use set nextmap or voting, we have never done nothin at all like that, the rotation is the same day in and day out, always has been. And yes obviously its better than it crashing, I was just asking a question and maybe reporting a possible bug. Considering we never encountered this on 1.35 or 1.36 RC2, I took a wild stab in the dark that it was RC3.

Subject: RC3 !next map problem
Posted by [zunnie](#) on Mon, 29 Nov 2004 13:56:28 GMT
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If you change the server maprotation you must !rehash brenbot configuration files on irc.
If that dont work, you will need to restart the bot.
You cant change the svrcfg_cnc.ini without either rehashing or restarting the bot for the changes to take effect.

[zunnie]
