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Subject: Call !nextmap

Posted by [SODPaddy](#) on Mon, 24 Mar 2008 03:40:39 GMT

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someone a idea how can i call the next map with c++ ?

i tryed something but does not run..

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Subject: Re: Call !nextmap

Posted by [SODPaddy](#) on Tue, 25 Mar 2008 21:03:34 GMT

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no one a idea? :-/

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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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Subject: Re: Call !nextmap

Posted by [mr£Ä\\$Ä-z](#) on Tue, 25 Mar 2008 22:39:28 GMT

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lol Dan, stop Pwning us so Hard

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Subject: Re: Call !nextmap

Posted by [SODPaddy](#) on Fri, 28 Mar 2008 20:26:50 GMT

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thanks

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