**Subject: Random Map Rotation**
Posted by a000clown on Sun, 13 Jul 2008 11:28:10 GMT
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I get kind of bored going through the same rotation over and over so a randomizer would be nice, optional of course.
This might be better handled with a server regulator, just throwing ideas out there

**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 "choosen map" and that's that.

**Subject: Re: Random Map Rotation**
Posted by StealthEye on Sun, 13 Jul 2008 12:36:36 GMT
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Yes, TT will not make it, but it can be made by a custom scripts.dll or a regulator bot nonetheless.