Readme:
Quote:
This is a plug-in designed to work with SSGM2.02 for cnc_renegade.
It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

This is the first release version and probably has some bugs in it, with feedback I will fix bugs found.

This plugin will make the rotation of your servers map random. It will not play the same map twice in a row, there is code to make sure of it.
It will not work with just one map in the rotation, and is kinda pointless with two maps. However, I think it suits not just fanmap servers,
but all servers.
Players can check what the next map will be with the following chat commands:
!nextmap
!n
!N
!NEXT
!Nextmap
!next!NEXTMAP
Please note that most regulators have a feature for checking the next map and messaging the server or the player using similar, if not the same chat hooks.
Depending on how the coder wrote the regulator, it may or may not work with this Plug-in, which is why I included this feature in the plug-in.
You will obviously need to disable the regulators version that tells players the next map to be played if it is not compatible with this plugin.
Feed-back on this would be nice.

I don't run a renegade server, I have no real use for this plug-in and have made it for the sole reason to help other server owners.
If you use this plug-in and modify it, if you see a problem, either tell me, or preferably submit code.
Don't be selfish, release the source code.
I believe it is only with this attitude that Renegade will continue to keep it's diminishing player base.
Please please please think about this, don't just horde.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

[Plugins]
01=randomrotation

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that
most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here.

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Subject: Re: [Plug-in] SSGM2.02 RandomRotation BETA
Posted by mrÃ£Ã§Ä·z on Tue, 10 Mar 2009 19:00:33 GMT
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Is it Script Time or what   did i miss something? lol very nice Idea and Script

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Subject: Re: [Plug-in] SSGM2.02 RandomRotation BETA
Posted by Brandon on Fri, 13 Mar 2009 04:52:18 GMT
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I was going to request this be made eventually, but I see it already has been. Very nice. I get tired of updating my map rotation.