Subject: Setnextmap
Posted by T0RN on Tue, 21 Feb 2012 21:31:06 GMT
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I'm running TT 4.0 and newest brenbot release on my server.
!setnextmap command won't work on the installed maps for the downloader. It only works on the stock maps that are in the data folder.

[04:08] <T0RN> !setnextmap C&C_walls
[04:09] <FunWarsBot> Host: [BR] Setting next map to C&C_Walls ...
[04:09] <T0RN> !setnextmap C&C_arid
[04:09] <FunWarsBot> Host: [BR] ERROR: C&C_arid not found.

Is there a way to get that working without putting all the .mix files in data folder?
If I do that the downloader won't work.

Subject: Re: Setnextmap
Posted by StealthEye on Tue, 21 Feb 2012 22:39:46 GMT
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The problem was caused by the broken packageeditor included with beta3, as it wrote to <fds dir>/Renegade/Renegade instead of <fds dir>/Renegade/FDS. I fixed it for you (since I have access to the box), and it should work now.

Subject: Re: Setnextmap
Posted by T0RN on Tue, 21 Feb 2012 22:59:20 GMT
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Thank you very much!

Subject: Re: Setnextmap
Posted by StealthEye on Wed, 22 Feb 2012 00:02:46 GMT
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My pleasure.

Subject: Re: Setnextmap
Posted by Gen_Blacky on Wed, 22 Feb 2012 05:19:06 GMT
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StealthEye wrote on Tue, 21 February 2012 15:39The problem was caused by the broken packageeditor included with beta3, as it wrote to <fds dir>/Renegade/Renegade instead of <fds

dir>/Renegade/FDS. I fixed it for you (since I have access to the box), and it should work now.

I was wondering why it was creating a renegade folder instead of into the fds folder.

Subject: Re: Setnextmap
Posted by StealthEye on Wed, 22 Feb 2012 18:30:05 GMT
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Just a bug/typo in the default paths.ini settings. It writes to path A/B, where A is "Renegade" (or something else for a mod like APB) and B is supposed to be either "FDS" or "Client", but its default for the FDS was set to "Renegade" (like A) instead of "FDS".

Subject: Re: Setnextmap
Posted by Gen_Blacky on Thu, 23 Feb 2012 03:41:39 GMT
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what are the default settings?
if your using appdata for the servers you would want to give each a different name. Not that you would want to.
I just assumed the defaults not actually using paths.ini.

[paths]
RegBase=BlueHell
RegClient=APBSetup
RegFDS=Gamma
FileBase=BlueHell
FileClient=APBClient
FileFDS=APBFDS
UseRenFolder=no

[paths]
RegBase=Renegade
RegClient=Client
RegFDS=FDS
FileBase=Renegade
FileClient=Client
FileFDS=FDS
UseRenFolder=yes

Subject: Re: Setnextmap
Posted by EvilWhiteDragon on Thu, 23 Feb 2012 09:21:03 GMT
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For servers it gets dumped in the server folder, exactly to prevent that.