
Subject: how would I go about !setnextmap?

Posted by [Distrbd21](#) on Fri, 08 Jun 2012 16:28:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would like to add a Command !setnextmap.

So server owners can manually set the next map if they don't have a bot hooked up with it.

Mainly for testing servers.

Subject: Re: how would I go about !setnextmap?

Posted by [BillieJoe67](#) on Fri, 08 Jun 2012 18:29:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you know the current map id, you can use mlistc <nextmap id> <map name>

If you still want to make a console command for it, adapt Iran's AzazelBot setnextmap command, specifically:

```
int NextID = Get_Current_Map_Index() + 1;
```

```
const char *temp = Get_Map(NextID);
if( temp == NULL)
{
    NextID = 0;
}
```

```
for(int i = 0;; i++)
{
    const char *x = Get_Map(i);
    if( x != NULL)
    {
        if (stristr(x, Msg[2]))
        {
            if (Set_Map(x, NextID))
            {
                IRC::Send("PRIVMSG %s :The next map was set to %s.\n", Channel, x);
            }
            else
            {
                IRC::Send("PRIVMSG %s :Unknown error trying to set map to %s.\n", Channel, x);
            }
            return;
        }
    }
    else
    {
        break;
    }
}
```

```
}  
}
```

You'll need to change the IRC::Send calls to Console_Output, and put it into a command class obviously, but it should work
