
Subject: !setnextmap messed up the rotation...
Posted by [Alkaline](#) on Wed, 21 Jan 2004 06:01:50 GMT
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I noticed this just a little while ago... !setnextmap messed up the rotation in the server.ini is there anyway to restore the original rotation you had set up? maybe a command that lets you restore the original configuration?

In future versions, it would be awesome if you could define custom map rotations, e.g. !set rotation A or ! set rotation B

Subject: !setnextmap messed up the rotation...
Posted by [Blazer](#) on Wed, 21 Jan 2004 08:24:03 GMT
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I've seen this bug happen before...usually its caused by setting the next map when the current map is the one at the end of the rotation. In the next version I will make sure it at least saves a backup copy, and will consider adding rotation profiles.

Subject: !setnextmap messed up the rotation...
Posted by [Alkaline](#) on Wed, 21 Jan 2004 15:18:33 GMT
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Cool, one more question, what about voting? iF you do !vote map XXX will that mess up the rotation in the svr_cfg.ini as well? I don't noobs, changing every map to volcano...

Subject: !setnextmap messed up the rotation...
Posted by [mac](#) on Wed, 21 Jan 2004 16:09:33 GMT
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!setnextmap and the voting stuff use the same methods to set the next map. There is a bug that messes up the rotation if you're setting/voting the next map while being on the last map of the rotation. That needs to get fixed, I guess.

Subject: !setnextmap messed up the rotation...
Posted by [Alkaline](#) on Wed, 21 Jan 2004 17:07:13 GMT
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Heh... I looked in my svr_cnfg.ini ... their were 6 entries for fieldTS in it... seems like people voted for that map over and over and it added in the ini file a lot.....
