
Subject: Map rotation in BRenbot (linux)

Posted by [iluvatar](#) on Tue, 03 Feb 2004 14:39:59 GMT

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Hi, the brenbot is working fine , but the command !nextmap gives the following message:
Nextmap: unknown..

How can i let the bot read the map cycle?

Im using the standard cycle without: non flying city, non flying walls & glacier.

Subject: Re: Map rotation in BRenbot (linux)

Posted by [zunnie](#) on Tue, 03 Feb 2004 14:50:20 GMT

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iluvatarHi, the brenbot is working fine , but the command !nextmap gives the following message:
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How can i let the bot read the map cycle?

Im using the standard cycle without: non flying city, non flying walls & glacier.

Check this line in BRenBot.cfg:

```
"FDSConfigFile = C:\PathToYour\FDS\GameConfigFile.ini"
```

[zunnie]

Subject: Map rotation in BRenbot (linux)

Posted by [iluvatar](#) on Tue, 03 Feb 2004 16:20:40 GMT

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ah how stupid i used /Server/Data instead of /Server/data

Tnx for the help!
