Subject: [SSGM 4.0 Plugin] Random Rotation
Posted by zunnie on Wed, 24 Oct 2012 22:47:06 GMT

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Download: http://www.multiplayerforums.com/index.php?/files/file/100-random-rotation/

This plugin when loaded on the fds will randomize the rotation. Everytime the nextmap will be a random one.
The first map in rotation is not affected by this plugin so is always the same.
To load it on your server simply add it to your ssgm.ini [Plugins].

Disable brenbots !nextmap command by editing commands.xml and set enabled value to 0.

To see the nextmap type !nextmap or !next.