Subject: Re: Brenbot rotation command
Posted by danpaul88 on Sun, 19 Oct 2014 18:50:29 GMT

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StealthEye wrote on Mon, 13 October 2014 23:52Is there a reason why brenbot doesn't use the "mlist all" command to get the map rotation? Or is it just that that command was not available at the time the brenbot logic was written? Sounds like it would be more robust and reliable.

The rotation code in BRenBot was updated before all those mlist etc commands existed. Some parts were updated to use things like mlistc (and restore it after the map ends) but for the most part it still uses whats in tt.cfg.