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Subject: Map Rotation Editor IRC script  
Posted by [Speedy059](#) on Thu, 12 Oct 2006 07:27:05 GMT  
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This is a script I made for server owners who have mIRC on their servers and would like a more efficient way to edit their map rotations without doing it manually. I was bored so i felt like making it...take it or leave it i don't care. I tried to make it as user friendly as possible...there are a lot of things I need to change and add, but it works. This only works for BRenBot users, since it searches for the minelimit.cfg. I'll add an option so you can turn it off in the next release. If there are any problems, let me know.

Screen Shot: <http://www.renbase.com/scripts/RotationEditor.jpeg>  
Download: <http://www.renbase.com/scripts/RotationEditor.zip>

To load the script, first unzip contents in RotationEditor.zip to your mIRC folder. Then open up mIRC and type in one of your windows "/load -rs RotationEditor.ini". After that, you have two methods to bring up the editor, either type /editor or just type !editor.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [trooprm02](#) on Thu, 12 Oct 2006 14:07:28 GMT  
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Sounds like a good idea

Will download it, and give feedback

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Subject: Re: Map Rotation Editor IRC script  
Posted by [IronWarrior](#) on Thu, 12 Oct 2006 15:23:27 GMT  
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Nice idea there.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [trooprm02](#) on Fri, 13 Oct 2006 19:38:52 GMT  
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Since you designed it to load the .ini from the mIRC dir, that means this cant be used on a remotely server

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Subject: Re: Map Rotation Editor IRC script  
Posted by [Speedy059](#) on Thu, 19 Oct 2006 20:16:43 GMT  
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Updated: I added another option. There is now a button called "Randomize" which will mix up your map rotation if you would like. Every so often it's nice to mix up the map rotation, so i added that feature.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [trooprm02](#) on Fri, 20 Oct 2006 00:03:47 GMT  
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trooprm02 wrote on Fri, 13 October 2006 14:38 Since you designed it to load the .ini from the mIRC dir, that means this cant be used on a remotely server

thats nice and all, but how about a reponse to a big bug?

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Subject: Re: Map Rotation Editor IRC script  
Posted by [Speedy059](#) on Fri, 20 Oct 2006 00:23:46 GMT  
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I don't quite understand what you mean? You need to have direct access to your server, and there must be mIRC installed on it. And all you do is put the RotationEditor.ini in the mirc folder. And then just run it in mIRC. Maybe you can talk to me in irc.n00bstories.com #n00bstories or something.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [trooprm02](#) on Fri, 20 Oct 2006 14:12:57 GMT  
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ok, but basically the problem is for people without remote desktop access to their server have a big problem

It would be better if you could make it so it would read the .ini file from another source instead of the IRC client Dir.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [Caveman](#) on Fri, 20 Oct 2006 14:56:01 GMT  
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Basically you want it to have FTP settings so it can read the files from another location besides the server itself.

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Subject: Re: Map Rotation Editor IRC script  
Posted by [trooprm02](#) on Sat, 21 Oct 2006 16:11:06 GMT  
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Yes, because it set to read from the mIRC dir which should be on the same box as the actual server, but remote server's without remote desktop access to thier servers won;t be able to use this

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