

osu! Auto Host Rotation

How osu! Auto Host Rotation works

When a player enters a room, they are added to the end of the host queue. The player at the front of the queue is the host. If a player who has left the room re-enters, they will be added to the end of the queue. The host queue is rotated immediately after the game starts, so players who join during the game will be added behind the current host. If a host leaves the lobby after selecting a map, the next host can choose to start the game or re-select a map. If the new host starts the game, they will continue to be the host after the game.

Voting for skipping current host

Typing `!skip` when you aren't host results in a vote. When half of the lobby has voted, the host will be forcibly skipped. The required percentage of votes can be changed in the config file. If a host skips, it will immediately move to the next person. Hosts that have been AFK can be skipped with this feature.

Starting the match

The game will start automatically when everyone is in the ready state. Please note that the game will not start automatically when everyone is ready as a result of a user leaving the game. A player can vote for the start of the game with `!start`. The host can start the start timer with `!start <time>`.

Voting for abort the match

If the game starts and the message "waiting for players" is displayed and the game cannot proceed, the game may be aborted by voting with `!abort`. If the abort is approved but the map has not been played, the host will not be changed. If the map is changed through the console, the host will be rotated. If a player has finished the map, the game will behave as if it had ended normally.

osu! Auto Host Rotation Command List

Player commands

- !ask <question> = Ask the bot any question. It can be about the lobby or osu in general.
- !timeleft = Shows how much time is left for current match to end.
- !q or !queue= Shows the queue order.
- !skip = Triggers vote to skip current host.
- !start = Triggers vote start the match.
- !abort = Triggers vote abort the match. Use when the match is stuck.
- !update = Updates current selected map to the latest version. Use when a host picks an outdated map.
- !r or !regulation= Shows any current regulations.
- !mirror = Request mirror link for current map.
- !version = Show bot version.
- !info or !help = Show information about the bot.
- !commands = Sends a list of commands to player through PM

Host commands

- !skip = Transfers host to next player in the queue.
- !start [seconds] = Starts the match after a set time in seconds. Example: !start 30
- !stop = Stops active start timer.
- !abort = Aborts the currently running match.
- !force = Override detection and force pick any map within regulation. Maximum 3 chances.