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Subject: It's here: SSCTF Version 1.3 with Scripts.dll 1.9.1 Support

Posted by [Nightma12](#) on Sat, 21 Aug 2004 19:21:02 GMT

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Quote:; Data for CTF

```
;
;
; Data that controls CTF on your server are present in this file. Changing
; these settings are not recommended, but allow the host to configure such
; things as the flag locations on a map, as well as add support for fan maps.
```

```
;
; *****
;
;
```

```
; ControllerID=MapName
```

```
;
;
; This is the area where the map is recognized by the FDS. The Controller ID#
; is the same as the object ID# of the Barrack's Building Controller. The name
; is used to determine the capture limit, as well as the flag locations and the
; end game building controller ID#s from below. Do NOT edit these unless you
; know what you are doing, as you can ruin CTF on your server.
```

[Map]

```
1559645=C&C_Under
1550791=C&C_Volcano
1550457=C&C_Complex
1551647=C&C_Walls
1552060=C&C_City
1550350=C&C_Canyon
1551553=C&C_Field
1551562=C&C_Hourglass
1550322=C&C_Islands
1551729=C&C_Mesa
151403=C&C_Glacier
152383=M01
```

```
; [MapName]
```

```
;
;
; This is the area where the flag locations and the other buildings are stored
; for CTF. The map name is the same as the one given above.
; GDIFlag_X/Y/Z = X, Y, and Z coordinates of the CTF pedestal for GDI.
; NodFlag_X/Y/Z = X, Y, and Z coordinates of the CTF pedestal for Nod.
; GDIBuildings = Total amount of GDI buildings on the map.
; NodBuildings = Total amount of Nod buildings on the map.
; GDIBuilding# = A building controller's ID# of a GDI Building. It doesn't
; matter which one.
; NodBuilding# = A building controller's ID# of a Nod Building. It doesn't
; matter which one.
```

;  
;  
; All of the building controller ID#s must be present for the end game on cap  
; limit to work correctly. The X, Y, and Z coordinate for both peds must be  
; present and valid for the flags to be drawn.  
; Do NOT edit these unless you know what you are doing, as you can ruin CTF  
; on your server.

[C&C\_Under]

GDIFlag\_X=-166.750  
GDIFlag\_Y=-23.500  
GDIFlag\_Z=-3.289  
NodFlag\_X=-63.500  
NodFlag\_Y=82.000  
NodFlag\_Z=-3.457  
GDIBuildings=5  
GDIBuilding1=1559644  
GDIBuilding2=1559647  
GDIBuilding3=1563414  
GDIBuilding4=1559645  
GDIBuilding5=1559646  
NodBuildings=5  
NodBuilding1=1563418  
NodBuilding2=1563417  
NodBuilding3=1563419  
NodBuilding4=1563416  
NodBuilding5=1563415

[C&C\_Volcano]

GDIFlag\_X=101.915  
GDIFlag\_Y=-85.149  
GDIFlag\_Z=-3.564  
NodFlag\_X=-30.942  
NodFlag\_Y=72.782  
NodFlag\_Z=-2.671  
GDIBuildings=4  
GDIBuilding1=1550790  
GDIBuilding2=1550791  
GDIBuilding3=1550792  
GDIBuilding4=1550785  
NodBuildings=4  
NodBuilding1=1550789  
NodBuilding2=1550788  
NodBuilding3=1550787  
NodBuilding4=1550786

[C&C\_Complex]

GDIFlag\_X=-50.693

GDIFlag\_Y=131.795  
GDIFlag\_Z=0.072  
NodFlag\_X=-2.569  
NodFlag\_Y=-114.002  
NodFlag\_Z=0.002  
GDIBuildings=3  
GDIBuilding1=1550457  
GDIBuilding2=1550456  
GDIBuilding3=1550458  
NodBuildings=3  
NodBuilding1=1550460  
NodBuilding2=1550461  
NodBuilding3=1550459

[C&C\_Walls]

GDIFlag\_X=-5.730  
GDIFlag\_Y=-191.901  
GDIFlag\_Z=-3.605  
NodFlag\_X=0.439  
NodFlag\_Y=207.281  
NodFlag\_Z=-3.526  
GDIBuildings=4  
GDIBuilding1=1551645  
GDIBuilding2=1551646  
GDIBuilding3=1551647  
GDIBuilding4=1551644  
NodBuildings=4  
NodBuilding1=1551648  
NodBuilding2=1551650  
NodBuilding3=1551651  
NodBuilding4=1551649

[C&C\_City]

GDIFlag\_X=-1.337  
GDIFlag\_Y=-154.668  
GDIFlag\_Z=-3.604  
NodFlag\_X=10.044  
NodFlag\_Y=146.036  
NodFlag\_Z=-3.583  
GDIBuildings=5  
GDIBuilding1=1552059  
GDIBuilding2=1552060  
GDIBuilding3=1552061  
GDIBuilding4=1552062  
GDIBuilding5=1552058  
NodBuildings=5  
NodBuilding1=1552064  
NodBuilding2=1552063

NodBuilding3=1552066  
NodBuilding4=1552067  
NodBuilding5=1552065

[C&C\_Canyon]

GDIFlag\_X=13.562  
GDIFlag\_Y=114.440  
GDIFlag\_Z=4.630  
NodFlag\_X=-2.434  
NodFlag\_Y=-114.844  
NodFlag\_Z=-0.000  
GDIBuildings=3  
GDIBuilding1=1551025  
GDIBuilding2=1550350  
GDIBuilding3=1550351  
NodBuildings=3  
NodBuilding1=1551026  
NodBuilding2=1550353  
NodBuilding3=1550352

[C&C\_Field]

GDIFlag\_X=56.327  
GDIFlag\_Y=-42.154  
GDIFlag\_Z=-0.006  
NodFlag\_X=-60.458  
NodFlag\_Y=67.923  
NodFlag\_Z=0.099  
GDIBuildings=4  
GDIBuilding1=1551556  
GDIBuilding2=1551554  
GDIBuilding3=1551553  
GDIBuilding4=1555569  
NodBuildings=4  
NodBuilding1=1551558  
NodBuilding2=1551560  
NodBuilding3=1551561  
NodBuilding4=1555571

[C&C\_Hourglass]

GDIFlag\_X=-2.264  
GDIFlag\_Y=-155.097  
GDIFlag\_Z=-3.614  
NodFlag\_X=10.344  
NodFlag\_Y=147.821  
NodFlag\_Z=-3.613  
GDIBuildings=5  
GDIBuilding1=1551559  
GDIBuilding2=1551558

GDIBuilding3=1551562  
GDIBuilding4=1551561  
GDIBuilding5=1551560  
NodBuildings=5  
NodBuilding1=1551566  
NodBuilding2=1551567  
NodBuilding3=1551564  
NodBuilding4=1551563  
NodBuilding5=1551565

[C&C\_Islands]

GDIFlag\_X=-98.261  
GDIFlag\_Y=52.726  
GDIFlag\_Z=0.018  
NodFlag\_X=-111.872  
NodFlag\_Y=-134.329  
NodFlag\_Z=-0.077  
GDIBuildings=3  
GDIBuilding1=1550322  
GDIBuilding2=1550510  
GDIBuilding3=1550321  
NodBuildings=3  
NodBuilding1=1550324  
NodBuilding2=1550511  
NodBuilding3=1550323

[C&C\_Mesa]

GDIFlag\_X=-60.971  
GDIFlag\_Y=-34.627  
GDIFlag\_Z=0.028  
NodFlag\_X=58.641  
NodFlag\_Y=81.946  
NodFlag\_Z=0.000  
GDIBuildings=5  
GDIBuilding1=1551726  
GDIBuilding2=1551728  
GDIBuilding3=1551727  
GDIBuilding4=1551729  
GDIBuilding5=1551725  
NodBuildings=5  
NodBuilding1=1551722  
NodBuilding2=1551720  
NodBuilding3=1551723  
NodBuilding4=1551724  
NodBuilding5=1551721

[C&C\_Glacier]

GDIFlag\_X=76.734

GDIFlag\_Y=-63.357  
GDIFlag\_Z=0.018  
NodFlag\_X=-89.388  
NodFlag\_Y=36.253  
NodFlag\_Z=0.001  
GDIBuildings=6  
GDIBuilding1=151403  
GDIBuilding2=151988  
GDIBuilding3=151389  
GDIBuilding4=151330  
GDIBuilding5=151331  
GDIBuilding6=151332  
NodBuildings=6  
NodBuilding1=151333  
NodBuilding2=151448  
NodBuilding3=151334  
NodBuilding4=151335  
NodBuilding5=151336  
NodBuilding6=151400

[M01]

GDIFlag\_X=151.069  
GDIFlag\_Y=-50.279  
GDIFlag\_Z=-8.000  
NodFlag\_X=-297.042  
NodFlag\_Y=562.024  
NodFlag\_Z=32.396  
GDIBuildings=2  
GDIBuilding1=152383  
GDIBuilding2=152385  
NodBuildings=2  
NodBuilding1=152384  
NodBuilding2=152386

; [Flag]

;  
; This is the area where the relative location of the flag to the ped is  
; determined.  
; Flag\_X/Y/Z = X, Y, and Z coordinates of the flag from the pedestal's location.  
;  
; Do NOT edit these unless you know what you are doing, as you can ruin CTF  
; on your server.

[Flag]

Flag\_X=-0.031  
Flag\_Y=-0.003  
Flag\_Z=-1.060

i got Own3d

it dont work >.<

p.s. i have an edited M01.mix so the IDs are right

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