
Subject: Re: CtfFlagGold_GDI

Posted by [Whitedragon](#) on Thu, 13 Sep 2007 05:58:41 GMT

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Firstly, the model of CtfFlagGold is set to dsp_cncgdiflag.w3d which doesn't actually exist in the game, so you'll need to make or find a new model for it. SSGM uses o_flag.w3d for both flags.

Secondly, CtfFlagGold and CtfFlagRed have no CTF scripts on them by default. You'll need to setup some scripts for them to work properly.
