Posted by General Havoc on Tue, 17 Feb 2004 23:34:13 GMT
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That should e handy then if you can write a new CTF one that works like Gregs should have done.

About Gregs script (GTH_CTF_Object2), can anyone actually confirm that it doesn't work or are we all still assuming. I've tested it numerous times, but not knowing what some of the parameters do it has semi-worked, meaning the flag picks up, drop etc. but the game doesn't end. It has a lot of event ID parameters and stuff, which I have no clue what they do.