Subject: Server Side CTF Mod - Public release and download inside
Posted by vloktboky on Sat, 20 Mar 2004 01:22:00 GMT
View Forum Message <> Reply to Message

Thank you for giving me permission, but the mod would not require any map to be formatted in any way, nor would any of the source files be needed. The ID#s of the buildings can be retrieved through scripts.dll. The flag locations can be retrieved by looping a script to log the position of the player, meaning all you would have to do is stand where you want the flag to be and wait for the timer to log your position. This data just has to be added to CTF.dat, and the map is ready to go.

I would do Mars right now for those who want to host it, but like I said, because it uses modified presets (namely modified purchase settings), it will not function correctly.