Subject: CTF-Map
Posted by Babekida on Tue, 07 Nov 2006 21:38:56 GMT
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Hello

im try to make a CTF map of my Field.mix

i have now make 2 Pedals
i make a Script_Zone_Star on it with the Script TDA_CTF_Zone
i use the Marker Flag els flag.

the problem is now els im try pick up my flag I Cant Walk.

I use the SSAOW 1.5 Scripts

Subject: Re: CTF-Map
Posted by Jerad2142 on Wed, 08 Nov 2006 00:17:40 GMT
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Flag must have physical collisions enabled on it.
Attach the script "JFW_Disable_Physical_Collision" to it.

Subject: Re: CTF-Map
Posted by Zion on Wed, 08 Nov 2006 12:41:27 GMT
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Or just use SSCTF ported to 2.9.2 (alot faster than the older version) and write down the co-ords
in the ctf.dat file. Simple.

Subject: Re: CTF-Map
Posted by reborn on Wed, 08 Nov 2006 13:13:54 GMT
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Merovingian wrote on Wed, 08 November 2006 07:41Or just use SSCTF ported to 2.9.2 (alot
faster than the older version) and write down the co-ords in the ctf.dat file. Simple.

I dodn't know that even existed as a public download :-/ I was going to make that and release it...

Do you have a link to it?

Subject: Re: CTF-Map

Posted by Babekida on Wed, 08 Nov 2006 17:36:27 GMT
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Thanks im Fix now a The pick up problem

i have Attach the script "JFW_Disable_Physical_Collision" to the flag

more else im pick up my flag and walk whit it i got walk with a lag or Somthing im walk not good.

Subject: Re: CTF-Map
Posted by Zion on Wed, 08 Nov 2006 19:15:02 GMT
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Reborn wrote on Wed, 08 November 2006 13:13Merovingian wrote on Wed, 08 November 2006 07:41Or just use SSCTF ported to 2.9.2 (alot faster than the older version) and write down the co-ords in the ctf.dat file. Simple.

I dodn't know that even existed as a public download :-/ I was going to make that and release it...

Do you have a link to it?

Yeah, cat998 done it for NR and the CTF users since it needs to use commands in 2.9.2.

www.aohost.co.uk/SSCTF.zip

Subject: Re: CTF-Map
Posted by Canadacdn on Fri, 10 Nov 2006 20:54:21 GMT
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Renegade CTF is really lame. Usually it's just a big ramjetfest.

Subject: Re: CTF-Map
Posted by Jerad2142 on Fri, 10 Nov 2006 21:47:54 GMT
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Canadacdn wrote on Fri, 10 November 2006 13:54Renegade CTF is really lame. Usually it's just a big ramjetfest.

Then disable the ramjet.

Subject: Re: CTF-Map
Posted by Babekida on Sat, 11 Nov 2006 21:47:27 GMT
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Els im use that CTF Mod my Server dont show in list

i have install a new FDS (Worked Serial)
im Downloading The CTF Mod.
i have install the CTF Mod.
im starting my server and he dont show in the list..

Subject: Re: CTF-Map
Posted by crazfulla on Thu, 16 Nov 2006 17:03:46 GMT
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Canadacdn wrote on Fri, 10 November 2006 14:54Renegade CTF is really lame. Usually it's just a big ramjetfest.
I usually find atleast half of the Nod Players are SBH.

Edit, whenever I try to 'make' any flag presets it crashes LE, which preset are you supposed to use? Do you need to temp one?

Subject: Re: CTF-Map
Posted by Zion on Thu, 16 Nov 2006 18:11:05 GMT
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Try the ones in Objects under Simple 'DSAPO' > CTF stuff or something similar. If not, SSCTF will place the presets when the map loads in the positions listed in ctf.dat.

Subject: Re: CTF-Map
Posted by Jerad2142 on Thu, 16 Nov 2006 20:08:19 GMT
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Make sure all script fields are filled in, and the w3d model is correct.

Subject: Re: CTF-Map
Posted by Veyrdite on Fri, 17 Nov 2006 22:42:41 GMT
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it would make it more of a team game if you added a disable stealth script to both flags (only gdi if you dont have stealth powerups) and made holders' butter fingers apart from the mellee power of the flag pole.

can you drop a flag without having to die?

I haven't seen any mods like that in Renegade yet, but it wouldn't be hard to do.