
Subject: Crazy CTF Stuff

Posted by [Theboom69](#) on Wed, 24 Jan 2007 07:06:20 GMT

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Ok im trying to make one map be a crazy CTF map, what i want on it is recon bike's for nod and gdi so they can but them,sbh's for gdi, and also the pt icon's for them all.

I have done everything i know and it does not show up in the map.

Im using C&C_Uphill.mix with titant1x's premission im making it a CTF map for the server i play on.

Anything would help ty.

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Wed, 24 Jan 2007 14:12:07 GMT

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Attach the tfx capture the flag script to script zones.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 25 Jan 2007 04:41:54 GMT

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I know all that but the problem is that the map wont take non of the setting's i give it.

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 04:56:59 GMT

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Scripts all up to date?

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 25 Jan 2007 06:05:11 GMT

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yes

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 07:13:29 GMT

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Have all scripts attached to the flag.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 25 Jan 2007 07:51:13 GMT

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No im not doing the map like that.

I trying to make the map have its own objects.ddb so it only has something on it and its not set for the hole server.

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 21:59:26 GMT

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Okay I will explain this step by step:

1. Make a script zone
2. Attach the script "TDA_CTF_Zone" to this zone.
 - a. For Team ID set the team value for who owns the script zone 0=Nod, 1=GDI
 - b. Max Capture when this amount is reached all building IDs listed will be destroyed.
 - c. Flag_Preset_Name this is the name of the object that will be crated in the zone.
 - d. IDs of buildings to destroy.
 - e. Play_Capture_Sounds would assume plays sounds when flag is captured.
3. For CtfFlagGold_GDI and CtfFlagRed_Nod you might need to attach a script that disables physical collision if you can not move when you pick up the flag.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Fri, 26 Jan 2007 08:34:08 GMT

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Ok man i know all that.

My problem is when i change stuff let's say the gunner i make him a stealth black hand ok but when i go on the map it does not work why?i add the objects.ddb to it but it still don't work why?

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 14:15:03 GMT

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Oh...

Sorry I misunderstood the question.

File Attachments

1) [Possibily.png](#), downloaded 577 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Make sure you changed this preset! If you did then there might be one other thing that could be causing it.

Presets



```
TimeManager::Update: warning, frame 25 was slow (17254 ms)
TimeManager::Update: warning, frame 28 was slow (8551 ms)
TimeManager::Update: warning, frame 33 was slow (2638 ms)
```

Ready

Camera (0.00,0.00,80.00)

Frame



Renegade Public Forums ...

RenegadePublicTools

Untitled - Commando ...

Subject: Re: Crazy CTF Stuff

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 05:16:09 GMT

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temp it then change its settings, then edit the global settings\purchase settings.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Mon, 29 Jan 2007 07:21:16 GMT

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The only problem i have with that is the setting's don't wanna take.

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 14:20:39 GMT

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Warning about temping objects: It can cause the game to crash at weird times.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Tue, 30 Jan 2007 05:33:34 GMT

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I did the pt changing but when i play the map i save it as .mix and leave the objects.ddb in the map but it don't work.

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 05:39:47 GMT

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It has to be a .pkg

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Wed, 31 Jan 2007 05:58:59 GMT

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But the server only host .mix and i see alot of map's that have diff pt setting's like titant's.

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Wed, 31 Jan 2007 06:29:29 GMT

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Jerad Gray wrote on Thu, 25 January 2007 15:59Okay I will explain this step by step:

1. Make a script zone
2. Attach the script "TDA_CTF_Zone" to this zone.
 - a. For Team ID set the team value for who owns the script zone 0=Nod, 1=GDI
 - b. Max Capture when this amount is reached all building IDs listed will be destroyed.
 - c. Flag_Preset_Name this is the name of the object that will be crated in the zone.
 - d. IDs of buildings to destroy.
 - e. Play_Capture_Sounds would assume plays sounds when flag is captured.
3. For CtfFlagGold_GDI and CtfFlagRed_Nod you might need to attach a script that disables physical collision if you can not move when you pick up the flag.

If i did it like this than what would i set the following to?

- c. Flag_Preset_Name this is the name of the object that will be crated in the zone.

That is all i need to know.

Subject: Re: Crazy CTF Stuff

Posted by [klote2314](#) on Wed, 31 Jan 2007 09:13:24 GMT

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u gotta change the purchase settings change the gunner into flamer_S2f ore sumthin idk the preset for the sbh outa ma head im on school right now lol go take a look on renegade wiki if ya want

ur running a ctf right change the name objects.ddb into bjects.ddb might work

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 01 Feb 2007 03:37:56 GMT

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Ive already got the sbh done.

I know how to set that script up but don't know what to put as the flag I've tried but it crashed.

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Mon, 05 Feb 2007 17:46:53 GMT

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What would i set the script flag persets to?

The script that goes on the ped what would i set that to?

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Mon, 05 Feb 2007 20:25:15 GMT

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Set this,

Theboom69 wrote on Mon, 05 February 2007 10:46

The script that goes on the ped what would i set that to?

To that.

Theboom69 wrote on Mon, 05 February 2007 10:46 What would i set the script flag persets to?

This could be anything the simple objects presets list.

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Mon, 05 Feb 2007 22:40:37 GMT

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Ive tried the marker flag but it doesn't let you pick it up why?

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Tue, 06 Feb 2007 15:21:20 GMT

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Do not place it in level editor, only have its preset name in the script zone's scripting.

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Tue, 06 Feb 2007 21:46:45 GMT

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I don't use the script zone of it i put the script right on the ped is that fine or am i doing it wrong?

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Wed, 07 Feb 2007 23:58:34 GMT

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Theboom69 wrote on Tue, 06 February 2007 14:46 I don't use the script zone of it i put the script right on the ped is that fine or am i doing it wrong?

Must be attached to a script zone (sorry for the delayed reply, I lost track of a bunch of stuff recently and haven't been checking all the topics).

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 03:05:18 GMT

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Ok i will try it.

Subject: Re: Crazy CTF Stuff

Posted by [Whitedragon](#) on Thu, 08 Feb 2007 06:02:33 GMT

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Do you want this to be server side?

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 06:24:56 GMT

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NO not this map i know server side and i wouldn't be asking if i wanted it as that srry if isound like an ass.

Subject: Re: Crazy CTF Stuff

Posted by [Whitedragon](#) on Thu, 08 Feb 2007 07:59:19 GMT

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Why not?

Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 09:34:16 GMT

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If you would like i can make a C&C_Uphill_CTF server side map.

And I8r Release the C&C_Uphill_CTF non server side map.

Im w8ing on my buddy to make some chicken PT icon's If anyone would like to make a GDI Stealth Black Hand PT icon that be gr8.

Your name will be added to the Readme if you help out with this map.
