Subject: CTF Zones
Posted by IRON FART on Wed, 19 Nov 2003 01:24:45 GMT
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k, I want to create CTF Zones.
I have placed the green box and sized it etc. Those are to be the CTF zones.

Now where do I get the script to make them work?

Subject: CTF Zones
Posted by laeubi on Wed, 19 Nov 2003 10:46:38 GMT
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http://renhelp.co.uk/?faq=61

Subject: CTF Zones
Posted by IRON FART on Wed, 19 Nov 2003 15:45:33 GMT
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OK that helped, but I still don't know how to distinguish which is the GDI zone and which is the Nod zone.

Subject: CTF Zones
Posted by IRON FART on Wed, 19 Nov 2003 20:50:13 GMT
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ok, I have solved that problem.

Make your CTF zone wherever you want. Double click it. Go to scripts>add and chose "GTH_CTF_Object2". Then under Parameters, change the Parameters for "Enemy_Player_Type" and "Enemy_Home_Position".

0 = GDI
1 = Nod
2 = Both teams.

I've done all that, but now I need to connect some kind of object/flag to it or nothing will appear.

Subject: CTF Zones
Posted by Aircraftkiller on Wed, 19 Nov 2003 21:11:02 GMT
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That script is fatally flawed in the sense that "poking" is not supported in multiplay from player to player or object to object, leaving players unable to grab the flag... Except for the host.

Subject: CTF Zones
Posted by IRON FART on Wed, 19 Nov 2003 22:05:45 GMT
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You sure about that, ACK?
Reborn & RenAlert have working CTF maps, and the newer Scripts.dll was used.

Subject: CTF Zones
Posted by Aircraftkiller on Wed, 19 Nov 2003 23:37:07 GMT
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We aren't using Greg Hjelstrom's CTF script, there is another one that Dante created... Reborn doesn't count, though.

Subject: CTF Zones
Posted by IRON FART on Thu, 20 Nov 2003 00:05:55 GMT
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The scripts made by Jon Wilson & Dante hosted on Sourceforge.net?
I never used the original Scripts.dll to try out CTF.

Subject: CTF Zones
Posted by General Havoc on Thu, 20 Nov 2003 21:39:41 GMT
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AircraftkillerThat script is fatally flawed in the sense that "poking" is not supported in multiplay from player to player or object to object, leaving players unable to grab the flag... Except for the host.

That script was superceeded in version 1.037 of Renegade and it should work now as it doesn't use "poke" anymore. It should work now but i'm unsure on some of the scripts parameters so it's best to use Dante's unless you want to play around with it.

One thing you should know is that only the host actually needs the scripts.ddl installed for the CTF to work but you will probably want to distribute it with the map anyway. Only distribute 1.2 of the dll (June 2003) as it is the most stable version. Also you need to include creadits to Jonathan Wilson who wrote the dll and anyone who's script you used in it.

TDA - Dante

JFW - Jonathan Wilson
NHP - Namehunter
RA - Dante
SUR - Jonathan Wilson
REBORN - Jonathan Wilson

Subject: CTF Zones
Posted by IRON FART on Fri, 21 Nov 2003 00:45:23 GMT
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NP, I'll do that, but how do I attatch a flag to the zone to make the CTF mode functional?

read ^^

Subject: CTF Zones
Posted by General Havoc on Fri, 21 Nov 2003 18:11:02 GMT
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Add a temp to the models under Objects > Simple > CTF Objects for the flags and then tell the script the name of the preset you used for the flags. You will also find useful CTF pedestals there too. The reason you clone the flags already present is that they are setup correctly except they have no model, so you can clone (add temp) them and use your model.