Subject: The Flags in Capture the Flag
Posted by gibberish on Fri, 13 Feb 2004 19:40:40 GMT
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Anyone know (or make a good guess) how the Flags are drawn in the CTF games.

I know you can download an extra file for a high quality image, but the flags are drawn even without the download.

How did they do that ?

Thanks,
Gib

Subject: The Flags in Capture the Flag
Posted by Cpo64 on Sat, 14 Feb 2004 04:38:48 GMT
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I was wondering that while ago aswell,

Hodyadodat?

Subject: The Flags in Capture the Flag
Posted by General Havoc on Sun, 15 Feb 2004 18:06:29 GMT
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Saver-Side scripting. The file is probably in the always.dat

Subject: The Flags in Capture the Flag
Posted by gibberish on Sun, 15 Feb 2004 21:03:16 GMT
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General HavocSaver-Side scripting. The file is probably in the always.dat

Ok thanks,

Any idea on the mesh name?
If not I will install the tools and dig through them.

Thanks,
Gib

Subject: The Flags in Capture the Flag
Posted by NeoX on Sun, 15 Feb 2004 23:32:31 GMT
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Saver Side i thought it was server side. :rolleyes:

Subject: The Flags in Capture the Flag
Posted by vloktboky on Sun, 15 Feb 2004 23:36:25 GMT
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It's the marker flag. Its Preset is Object -> Simple -> Marker Flag, w3d file is o_flag.w3d.

Subject: The Flags in Capture the Flag
Posted by Aircraftkiller on Mon, 16 Feb 2004 01:45:41 GMT
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That's what I thought it was. The marker flag was meant to be used to flag off areas in LE that needed attention.

Subject: The Flags in Capture the Flag
Posted by General Havoc on Mon, 16 Feb 2004 08:18:36 GMT
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Yeah that's what the dev's used it for but it has the correct settings for a flag. When Greg was jiggering around with the CTF script he wrote, he said that the object for the flag should be similar to the marker flag in terms of it's settings and W3D settings.

The marker flag is a valid W3D file so if you pull in the W3D name via a script then you can make it in game.

OT: vloktboky going to consider writing your CTF script for use in the scripts.dll? Not the whole BR.Net setup, but the CTF method you use, Dante's doesn't allow the flag to be picked up by players once dropped.

Your script behaves much like Gregs should but as far as I'm aware Gregs still doesn't work in game correctly.

Subject: The Flags in Capture the Flag
Posted by gibberish on Tue, 17 Feb 2004 21:16:50 GMT
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A couple more questions:

Am I right in assuming that the existing scripts have disabled collisions for the flag in some way, if so how?
I have tried disable_physical_collisions() and disable_all_collisions() and I still cant walk through the flags.

How do the existing scripts track the movement of the player?

I could add a timer to the player object that updates the flag position every tenth of a second, however the existing scripts look like they have a better solution as the flag appears to move more smoothly.
Additionally I don't like this method because of the overhead of running a timer 10 times a second.

Thanks,
Gib

PS Is the source for the existing CTF scripts available anywhere ?

Subject: The Flags in Capture the Flag
Posted by vloktboky on Tue, 17 Feb 2004 22:07:44 GMT
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General HavocOT: vloktboky going to consider writing your CTF script for use in the scripts.dll?
Not the whole BR.Net setup, but the CTF method you use, Dante's doesn't allow the flag to be picked up by players once dropped.

Your script behaves much like Gregs should but as far as I'm aware Gregs still doesn't work in game correctly.

I've been working on a version for the general public.

gibberishA couple more questions:

Am I right in assuming that the existing scripts have disabled collisions for the flag in some way, if so how?
I have tried disable_physical_collisions() and disable_all_collisions() and I still cant walk through the flags.

How do the existing scripts track the movement of the player?

I could add a timer to the player object that updates the flag position every tenth of a second, however the existing scripts look like they have a better solution as the flag appears to move more smoothly.
Additionally I don't like this method because of the overhead of running a timer 10 times a second.

Thanks,
Gib

PS Is the source for the existing CTF scripts available anywhere ?

The marker flag has no physics on it I believe. However, I am using Disable_All_Collisions() to ensure they are all turned off.

To make an object follow a player, you just have to attach the object to a bone. A timer is not needed. The flag in my version of CTF is attached to the right hand, or "c R Hand". An example would be:

GameObject *AttachedFlag = Commands->Create_Object_At_Bone(obj,"CtfFlag","c R Hand");
Commands->Attach_To_Object_Bone(AttachedFlag, obj, "c R Hand");

A complete list of the bones you can use:
Back Gun = backgunbone
Back Pouch = bone for bag
Head = c Head
Neck = c Neck
Left Clavicle = c L Clavicle
Left Upper Arm = c L UpperArm
Left Forearm = c L Forearm
Left Hand = c L Hand
Right Clavicle = c R Clavicle
Right Upper Arm = c R UpperArm
Right Forearm = c R Forearm
Right Hand = c R Hand
Spine1 (Upper) = c Spine1
Spine (Lower) = c Spine
Pelvis = c Pelvis
Left Thight = c L Thigh
Left Calf = c L Calf
Left Foot = c L Foot
Right Thight = c R Thigh
Right Calf = c R Calf
Right Foot = c R Foot

Subject: The Flags in Capture the Flag
Posted by General Havoc on Tue, 17 Feb 2004 23:34:13 GMT

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.

Subject: The Flags in Capture the Flag
Posted by gibberish on Wed, 18 Feb 2004 03:24:39 GMT

Vloktboky,

Thanks, that's a big help,
Gib

PS Thanks for working on the public version of capture the flag
I am working on a couple of ideas, but they are not traditional CTF.