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Subject: CTF Forts Released!

Posted by [Anonymous](#) on Wed, 05 Feb 2003 19:43:00 GMT

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Get it

at:<http://mods.cncrenegade.com/somerhino/ctfforts.zip><http://www.n00bstories.com/image.fetch.php?id=1239504784><http://www.n00bstories.com/image.fetch.php?id=1748774875><http://www.n00bstories.com/image.fetch.php?id=1304562939><http://www.n00bstories.com/image.fetch.php?id=2067392051><http://www.n00bstories.com/image.fetch.php?id=1399547180><http://www.n00bstories.com/image.fetch.php?id=1669007467><http://www.n00bstories.com/image.fetch.php?id=1230346777><http://www.n00bstories.com/image.fetch.php?id=1613683010><http://www.n00bstories.com/image.fetch.php?id=1824399446><http://www.n00bstories.com/image.fetch.php?id=1773524190><http://www.n00bstories.com/image.fetch.php?id=1690950617>-----CTF Forts Readme

First of all, I would like to thank Dante for writing the CTF scripts, and Jonathan Wilson for writing the jump scripts for me and implementing the custom scripts. This is a port of the Quake 3 level "Deuling Keeps," rebuilt from the ground up. Please note that I did not steal of the Quake 3 files to create this map. Install this by extracting the entire zip to your main Renegade folder (e.g.

C:\Westwood\Renegade), NOT your data folder. It needs to install the scripts for this to work, and will install the map into the data folder automatically if you do this. Yes, I know that the file is a .pkg, but I couldn't implement all the features without using this format. Server Hosts, I believe the map can be rotated using BlazeRegulator, which you can get at:<http://www.blazeregulator.com/> I have tested the map on the FDS, and it ended the game and loaded the next map without crashing. It works on the FDS. I'd like to thank the beta testers: Blazer

([www.blazeregulator.com](http://www.blazeregulator.com/)) KevinDeafwaspgdi1111 Try\_leeLaser2150 Slavik

([www.planetcnc.com](http://www.planetcnc.com)) sostoastysk8rrimuklmdgr8onePencilHeadtoogood87KresinBeanyHeadbigwig992dougfunielazy6pyrowtdragon5TiberCZeroThePsycho(insert name of whom I forgot

here) Thanks, and enjoy! -SomeRhino somerhino@juno.com [ February 05, 2003, 19:47: Message edited by: SomeRhino ]

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