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Subject: Dante\_CTF Mod folders, now available for download

Posted by [Anonymous](#) on Wed, 15 Jan 2003 01:48:00 GMT

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Is the only CTF script located on the script zone on the ped? or is more required to make a CTF map? I saw the one script on the zone located on the pedestals, whic uses a script from your modified DLL. I know someone is making a tutorial on how to do a CTF map. As you said before each time the flag is captured it destroyes a building (not physically) to give you points, i take it these prestes need to be set up?Good work on the scripts [ January 15, 2003, 01:50: Message edited by: General Havoc ]

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