
Subject: Suggestion for new server variable (if possible)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 09:48:00 GMT
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quote:Originally posted by brutus:Flag_Captures_to_winHow many captures are needed in a CTF game to win.Would that be possible to add in a patch?I don't think so. The way the scripts work for CTF won't allow for a different number to be added for the ammount of times a flag has to be captured. You have to set that value manually in the script itself. The way it works is each time the flag is captured, it destroys a building for that team. Such as if Nod captures the flag, a GDI building is destroyed. You don't hear that the building got destroyed until the flag has been captured the ammount of times set into the script. It is sort of complicated to explain, but I don't believe a feature can be set to change the value of the script at this time.If you want to try, talk to Dante about it. He wrote the scripts.
