

---

Subject: scripts.dll 2.0, post ideas here

Posted by [Slash0x](#) on Mon, 27 Sep 2004 00:24:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The CTF script needs something along these lines:

CTF model for Team 1.

CTF model for Team 2.

Attach the model to what bone on the character for Team 1.

Attach the model to what bone on the character for Team 2.

How many captures to win for Team 1.

How many captures to win for Team 2.

Flag must be at home for it to be captured.

Flag drop model after death for Team 1.

Flag drop model after death for Team 2.

Time for flag to reset after dropped.

Sound of choice for flag capture for Team 1.

Sound of choice for flag capture for Team 2.

Sound of choice when flag is dropped for Team 1.

Sound of choice when flag is dropped for Team 2.

Sound of choice when flag is reset for Team 1 (by player or time).

Sound of choice when flag is reset for Team 2 (by player or time).

Added 1:

Points gained on capture, reset-pickup, flag pickup, and flag drop for Team 1.

Points gained on capture, reset-pickup, flag pickup, and flag drop for Team 2.

Credits gained on capture, reset-pickup, flag pickup, and flag drop for Team 1.

Credits gained on capture, reset-pickup, flag pickup, and flag drop for Team 2.

I think that will do for now.

---