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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.

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