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Subject: The Flags in Capture the Flag

Posted by [gibberish](#) on Tue, 17 Feb 2004 21:16:50 GMT

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A couple more questions:

Am I right in assuming that the existing scripts have disabled collisions for the flag in some way, if so how?

I have tried `disable_physical_collisions()` and `disable_all_collisions()` and I still cant walk through the flags.

How do the existing scripts track the movement of the player?

I could add a timer to the player object that updates the flag position every tenth of a second, however the existing scripts look like they have a better solution as the flag appears to move more smoothly.

Additionally I don't like this method because of the overhead of running a timer 10 times a second.

Thanks,  
Gib

PS Is the source for the existing CTF scripts available anywhere ?

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