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Subject: The Flags in Capture the Flag

Posted by [vloktboky](#) on Tue, 17 Feb 2004 22:07:44 GMT

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General HavocOT: 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.

I've been working on a version for the general public.

gibberishA 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 ?

The marker flag has no physics on it I believe. However, I am using `Disable_All_Collisions()` to ensure they are all turned off.

To make an object follow a player, you just have to attach the object to a bone. A timer is not needed. The flag in my version of CTF is attached to the right hand, or "c R Hand". An example would be:

```
GameObject *AttachedFlag = Commands->Create_Object_At_Bone(obj,"CtfFlag","c R Hand");
Commands->Attach_To_Object_Bone(AttachedFlag, obj, "c R Hand");
```

A complete list of the bones you can use:

Back Gun = backgunbone

Back Pouch = bone for bag  
Head = c Head  
Neck = c Neck  
Left Clavicle = c L Clavicle  
Left Upper Arm = c L UpperArm  
Left Forearm = c L Forearm  
Left Hand = c L Hand  
Right Clavicle = c R Clavicle  
Right Upper Arm = c R UpperArm  
Right Forearm = c R Forearm  
Right Hand = c R Hand  
Spine1 (Upper) = c Spine1  
Spine (Lower) = c Spine  
Pelvis = c Pelvis  
Left Thigh = c L Thigh  
Left Calf = c L Calf  
Left Foot = c L Foot  
Right Thigh = c R Thigh  
Right Calf = c R Calf  
Right Foot = c R Foot

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