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Subject: Server Side CTF Mod: Suggestions needed  
Posted by [vloktboky](#) on Tue, 16 Mar 2004 21:05:23 GMT  
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If you use the Server Side CTF mod, and would like to list any suggestions on improvements or new ideas, please post them below. I am about to start work on updating it, and I have a few ideas in mind on what to add/change, but new ideas don't hurt.

Ideas so far:

- Add improved code to allow messages to be sent to the server WITHOUT the use of renrem.
- Change the code of the dropped flag, allowing it to be created sooner after the holder is killed.
- Flag Holder Health Regen option: Allows the flag holder's health to be regenned at X amount every second, option to turn it on and off and to change the amount.
- Flag Return Policy: After X seconds of the flag being on the ground somewhere, the flag is automatically put back on the ped, option to turn it on and off and to change the amount of time.
- Flag Location Icon: An icon appears over the flag's pedestal to show the current state of the flag, such as if it's on the ped, in the enemies' hands, or on the ground somewhere.
- Control the SBH, either raise the price of it, refuse the SBH to pick up the flag, or refuse the SBH to be used at all. A combination of the above, or options to allow certain ideas listed above can be done.
- Remove vehicles and beacons from the PT menu.
- A few minor bug fixes here and there.

Any other ideas, or comments on the ones listed above, please list them below.

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