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Subject: How to get CTF modes to work

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:46:00 GMT

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Do I need a new version of Commando? I have a CTF map that I made a long time ago practically ready for release (needs texture touching up), but the ctf zones still don't show up, and neither do the flags. Perhaps ACK can clear this up... If you're listening, tell us what we have to do to get CTF to work.

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Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:57:00 GMT

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add the new scripts.dll to your scripts folder. Jonathans post is very usefull, read it: Jonathan Wilson Commander Member # 14268 Member Rated: posted November 21, 2002 14:50

----- These are the scripts that will be in the new dll whenever it comes out (at least thats what greg said is in there)/\*\*\*

**GTH\_CTF\_Object\*\*** This script will make the object it is attached to behave kind of like a CTF "flag" by\*\* constantly warping to the opposing player who pokes it. If its position gets within a\*\* certain distance of the "enemy home" an internal counter is incremented. Once the counter\*\* reaches a desired number, an object in the level is destroyed. This object should be the\*\* only building owned by the flag's team so that they immediately lose. Unfortunately this\*\* flag will be very laggy due to the way its implemented...\*\*\*\*

**Params:\*\*** Update\_Delay - how many times per second to update (this will \*always\* be laggy though...)\*\* Enemy\_Player\_Type - type of player that wants to grab this flag (0=Nod, 1=GDI)\*\* Enemy\_Home\_Position - when flag gets here, capture count increments!\*\* Home\_Radius - how close to home position we need to get to count\*\* Captures\_Needed\_To\_Win - after this many captures, we destroy the token "building" for the win\*\* Win\_Object\_To\_Kill - object that we destroy when the capture count is reached\*\*

**Flag\_Stolen\_Wav** - wav to play when the flag is stolen\*\* **Flag\_Lost\_Wav** - wav to play when enemy team gets flag back to Enemy\_Home\_Position \*\* **Flag\_Saved\_Wav** - someone killed the guy stealing the flag!\*\* **Captures\_Exceeded\_Wav** - flag has been captured

"Captures\_Needed\_To\_Win" times.\*\*\*/ This is the CTF script, everything should be self explanatory, basicly you need to give it a dummy building of some kind for it to win (and you cant have any other building controllers on the map)/\*\*\*

**GTH\_Credit\_Trickle\*\*** This script will give an amount money to its team at a regular interval. You can use it to\*\* create silos that give money as long as they're alive.\*\* NOTE: this won't work on buildings, only things like turrets, characters, or vehicles so make your\*\* "silos" as a weaponless vehcile set up like the nod-turret for example.\*\*\*\*

**Params:\*\*** Credits - number of credits to give\*\* Delay - time between credit grants\*/ This one can be used for e.g. tiberium silos or something, if it gets blown up you loose the income from it./\*\*\*

**GTH\_Enable\_Spawner\_On\_Enter\*\*** This script will enable or disable a spawner when its zone is entered\*\*\*\*

**Params:\*\*** SpawnerID - id of the spawner\*\* Player\_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any\*\* Enable - enable or disable the spawner (1=enable, 0=disable)\*/ This is for doing stuff with spawners/\*\*\*

**GTH\_Drop\_Object\_On\_Death\*\*** This script will create an object at the position of the object when it dies.\*\*\*\*

**Params:\*\*** Drop\_Object - name of the preset to create an instance of\*\* Drop\_Height - float meters to add to the Z coord of the original object when creating the drop obj\*\* Probability - int between 1 and 100, chance that the object will be created\*/\*\*\*\*

**GTH\_Drop\_Object\_On\_Death\_Zone\*\*** This script is just like the other

drop object on death except that it must also be activated by a custom message from another script. Use the `GTH_Zone_Send_Custom` to enable and disable this script. \*\*\*\* Params: \*\* Custom\_Message - message id that turns this script on or off, use messageID's greater than 10000! \*\* Drop\_Object - name of the preset to create an instance of \*\* Drop\_Height - float meters to add to the Z coord of the original object when creating the drop obj \*\* Probability - int between 1 and 100, chance that the object will be created \*/ \*\* GTH\_Zone\_Send\_Custom \*\* This script lets you send a custom message to an object on enter and exit of a zone. To talk to the "drop in death zone" script, send the same custom message with 1 for Enter\_Param and 0 for Exit\_Param... \*\*\*\* Params: \*\* Enter\_Message = message id to send when an object enters this zone \*\* Enter\_Param = message parameter to send when an object enters \*\* Exit\_Message = message id to send when an object exits \*\* Exit\_Param = message id to send when an object exits \*/ If you combine `GTH_Drop_Object_On_Death_Zone`, `GTH_Zone_Send_Custom` and a script zone placed over a tiberium field, you can make a "player turns into a viceroid" effect (I think) \*\* GTH\_Create\_Object\_On\_Enter \*\* This script will create an object when a script zone is entered by a game object. Use it to fire off cinematics for example... \*\*\*\* Params: \*\* Create\_Object - name of the preset to create an instance of \*\* Position - world space position to create the object at \*\* Min\_Delay - amount of time to wait before re-enabling the script once it has fired \*\* Max\_Creations - maximum number of times the script should create an object \*\* Probability - integer between 1 and 100, chance on any given "Enter" that the object will be created \*\* Player\_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any \*/ \*\* GTH\_User\_Controllable\_Base\_Defense \*\* Just like `M00_Base_Defense` except that if a player enters, he can control the object \*\*\*\* params: \*\* MinAttackDistance - min range for auto attack \*\* MaxAttackDistance - max range for auto attack \*\* AttackTimer - amount of time to continue tracking after last "enemy seen" \*/ This one looks very useful for modders.

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just make a flag in renx -> export w3d named dsp\_cncgdiflag.w3d & dsp\_cncnodflag.w3d

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You don't export those in a mix map, make your own preset from those. If you do, you screw up someone else if any of this is true - A client has your map and someone else's map who use the same presets with different w3d files. If that happens, you get screwed up stuff in the map. Make your own presets, people! You can make presets with mix maps and still use them!

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