Subject: Dante: Q on your CTF Scripts; didn't know where to ask this.
Posted by Anonymous on Sat, 04 Jan 2003 17:18:00 GMT
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On your script TDA_CTF_Zone, it says we have to have buildings placed on the map. Now, this may sound like a stupid question, but I wanted to make sure of one thing. We only have to add the building controller, right? I mean, we don't have to have it attached to the actual structures, like the PP controller on the PP. The building controller can be like in the middle of the map, and that will work, right? I am thinking of making a good CTF map; I have a great idea in mind. I just wanted to make sure I don't need the building structures before I start making it.Thank you in advance, and if this isn't a good place to ask this, I will delete it right away.

Subject: Dante: Q on your CTF Scripts; didn't know where to ask this.
Posted by Anonymous on Sat, 04 Jan 2003 17:29:00 GMT
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no, you dont need buildings. Just the controllers.

Subject: Dante: Q on your CTF Scripts; didn't know where to ask this.
Posted by Anonymous on Sat, 04 Jan 2003 17:43:00 GMT
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Sweet, then this idea will work. Thank you for the quick responce. Say, do the controllers have to be unique. What I mean is, can there just be like 5 different PP controllers? Because I want the Barracks/HON always available. Also, what values have to go in for the Flag_Preset_Name? [January 04, 2003, 19:52: Message edited by: vloktboky03]

Subject: Dante: Q on your CTF Scripts; didn't know where to ask this.
Posted by Anonymous on Sat, 04 Jan 2003 19:35:00 GMT
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