
Subject: CTF Flags Released

Posted by [Anonymous](#) on Sat, 11 Jan 2003 22:03:00 GMT

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Thanks to Dante for informing me about it; the flags I released previously weren't working properly. Here's the ones that do:<http://www.cnczone.net/maps/ren/ctf/flags21.zip> And here's pics of what they look like in vehicles and on infantry (Thanks to Neo227 and CNCZone for the webspace) Also, if you're not a modder, you can stick these in your /Data/ directory for use in any other CTF maps (As long as the map's flags and the replacements have the same filenames). Note: I did animate these at first, but Renegade wasn't reading the animation. It was frozen in mid-undulation. [January 20, 2003, 15:50: Message edited by: Taximes]

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sat, 11 Jan 2003 22:53:00 GMT

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Not bad, better then mine at least. What are the dimensions of the flag, like it's hight and that?

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sat, 11 Jan 2003 23:15:00 GMT

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They're on the smaller side, I made it keeping in mind that it would have to be able to fit through a doorway. In comparison with the HON back doorway:<http://cncsg.cncuprising.com/downloads/doorway.jpg>

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 03:14:00 GMT

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The GDI one should be yellow.

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:46:00 GMT

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I took that color directly from the GDI logo.

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:58:00 GMT

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you beat me to it but those are better than the ones i was planning.good job

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:14:00 GMT

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Alright, they are in HON_CTF now. You don't mind if I use them, do you? I find it is always better to ask.

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:21:00 GMT

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Of course you can use them, that's why I released 'em. [January 12, 2003, 08:22: Message edited by: Taximes]

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:38:00 GMT

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quote:Originally posted by Taximes:Of course you can use them, that's why I released 'em. CTRL+7.

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:18:00 GMT

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Taximes, can I add them to CNC Zone?

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:03:00 GMT

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hmm, just remember that the flag is attached to the objects ORIGIN that captures it, have you tested how it appears attached to a character, and if they can still shoot, i had a problem with an earlier beta flag that would prevent you from shooting

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:08:00 GMT

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No, I haven't tested them as I don't know how CTF works, but I suppose I could just test it out on someone else's map...I'll do that, if there's any problems I'll fix it up. If there were conflicts with the flag being too close to the character, moving it away from (0, 0, 0) in RenX should work, right?
[January 12, 2003, 16:20: Message edited by: Taximes]

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:09:00 GMT

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Hey niceDo they move e.g. Using the ripple effect

Subject: CTF Flags Released

Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:21:00 GMT

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quote:Originally posted by Dante:hmm, just remember that the flag is attached to the objects ORIGIN that captures it, have you tested how it appears attached to a character, and if they can still shoot, i had a problem with an earlier beta flag that would prevent you from shootingHehe, I learned that one out the hard way. The first attempt I made with the flags, half of it was in the ground, and the other half was blocking your gun. LOL, it was kinda funny to watch. [January 12, 2003, 16:27: Message edited by: vloktboky03]

Subject: CTF Flags Released

Posted by [Anonymous](#) on Mon, 20 Jan 2003 15:25:00 GMT

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hmm, the link is broken. me and somerhino tested my first map...i used ack's barrels as the flags, heh, its like cementing someones leg's into a a big concrete barrel. Good times...good times

Subject: CTF Flags Released

Posted by [Anonymous](#) on Mon, 20 Jan 2003 15:50:00 GMT

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Yeah, I posted a different topic: quote:Originally posted by Taximes:Thanks to Dante for informing me about it; the flags I released previously weren't working properly. Here's the ones that do:<http://www.cnczone.net/maps/ren/ctf/flags21.zip>And here's pics of what they look like in vehicles and on infantry(Thanks to Neo227 and CNCZone for the webspace)Also, if you're not a modder, you can stick these in your /Data/ directory for use in any other CTF maps (As long

as the map's flags and the replacements have the same filenames).Note: I did animate these at first, but Renegade wasn't reading the animation. It was frozen in mid-undulation. The main post in this thread's been edited now too

Subject: CTF Flags Released
Posted by [Anonymous](#) on Mon, 20 Jan 2003 18:53:00 GMT
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Nice work!~

Subject: CTF Flags Released
Posted by [Anonymous](#) on Mon, 20 Jan 2003 19:18:00 GMT
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Taxime's, i used your flags for my map, but the collisions for the Nod flag were all messed up, they would get me stuck. Somerhino had to fix that for me, god bless him. =)
