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**Subject:** Crazy CTF Stuff

Posted by [Theboom69](#) on Wed, 24 Jan 2007 07:06:20 GMT

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Ok im trying to make one map be a crazy CTF map, what i want on it is recon bike's for nod and gdi so they can but them,sbh's for gdi, and also the pt icon's for them all.

I have done everything i know and it does not show up in the map.

Im using C&C\_Uphill.mix with titant1x's premission im making it a CTF map for the server i play on.

Anything would help ty.

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**Subject:** Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Wed, 24 Jan 2007 14:12:07 GMT

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Attach the tfx capture the flag script to script zones.

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**Subject:** Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 25 Jan 2007 04:41:54 GMT

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I know all that but the problem is that the map wont take non of the setting's i give it.

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**Subject:** Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 04:56:59 GMT

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Scripts all up to date?

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**Subject:** Re: Crazy CTF Stuff

Posted by [Chop](#) on Thu, 25 Jan 2007 06:05:11 GMT

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yes

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**Subject:** Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 07:13:29 GMT

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Have all scripts attached to the flag.

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**Subject: Re: Crazy CTF Stuff**

Posted by [Chop](#) on Thu, 25 Jan 2007 07:51:13 GMT

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No im not doing the map like that.

I trying to make the map have its own objects.ddb so it only has something on it and its not set for the hole server.

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**Subject: Re: Crazy CTF Stuff**

Posted by [Jerad2142](#) on Thu, 25 Jan 2007 21:59:26 GMT

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Okay I will explain this step by step:

1. Make a script zone
2. Attach the script "TDA\_CTF\_Zone" to this zone.
  - a. For Team ID set the team value for who owns the script zone 0=Nod, 1=GDI
  - b. Max Capture when this amount is reached all building IDs listed will be destroyed.
  - c. Flag\_Preset\_Name this is the name of the object that will be crated in the zone.
  - d. IDs of buildings to destroy.
  - e. Play\_Capture\_Sounds would assume plays sounds when flag is captured.
3. For CtfFlagGold\_GDI and CtfFlagRed\_Nod you might need to attach a script that disables physical collision if you can not move when you pick up the flag.

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**Subject: Re: Crazy CTF Stuff**

Posted by [Chop](#) on Fri, 26 Jan 2007 08:34:08 GMT

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Ok man i know all that.

My problem is when i change stuff let's say the gunner i make him a stealth black hand ok but when i go on the map it does not work why?i add the objects.ddb to it but it still don't work why?

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**Subject: Re: Crazy CTF Stuff**

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 14:15:03 GMT

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Oh...

Sorry I misunderstood the question.

### File Attachments

1) [Possibly.png](#), downloaded 608 times

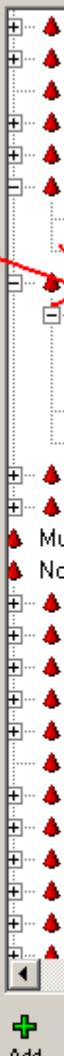
Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



**Make sure you changed this preset! If you did then there might be one other thing that could be causing it.**

Presets



```
TimeManager::Update: warning, frame 25 was slow (17254 ms)
TimeManager::Update: warning, frame 28 was slow (8551 ms)
TimeManager::Update: warning, frame 33 was slow (2638 ms)
```

Ready

Camera (0.00,0.00,80.00)

Frame



Renegade Public Forums ...

RenegadePublicTools

Untitled - Commando ...

Subject: Re: Crazy CTF Stuff

Posted by [Veyrdite](#) on Sun, 28 Jan 2007 05:16:09 GMT

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temp it then change its settings, then edit the global settings\purchase settings.

---

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Mon, 29 Jan 2007 07:21:16 GMT

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The only problem i have with that is the setting's don't wanna take.

---

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 14:20:39 GMT

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Warning about temping objects: It can cause the game to crash at weird times.

---

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Tue, 30 Jan 2007 05:33:34 GMT

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I did the pt changing but when i play the map i save it as .mix and leave the objects.ddb in the map but it don't work.

---

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Tue, 30 Jan 2007 05:39:47 GMT

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It has to be a .pkg

---

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Wed, 31 Jan 2007 05:58:59 GMT

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But the server only host .mix and i see alot of map's that have diff pt setting's like titant's.

---

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Wed, 31 Jan 2007 06:29:29 GMT

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Jerad Gray wrote on Thu, 25 January 2007 15:59Okay I will explain this step by step:

1. Make a script zone
2. Attach the script "TDA\_CTF\_Zone" to this zone.
  - a. For Team ID set the team value for who owns the script zone 0=Nod, 1=GDI
  - b. Max Capture when this amount is reached all building IDs listed will be destroyed.
  - c. Flag\_Preset\_Name this is the name of the object that will be crated in the zone.
  - d. IDs of buildings to destroy.
  - e. Play\_Capture\_Sounds would assume plays sounds when flag is captured.
3. For CtfFlagGold\_GDI and CtfFlagRed\_Nod you might need to attach a script that disables physical collision if you can not move when you pick up the flag.

If i did it like this than what would i set the following to?

- c. Flag\_Preset\_Name this is the name of the object that will be crated in the zone.

That is all i need to know.

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**Subject: Re: Crazy CTF Stuff**

Posted by [klote2314](#) on Wed, 31 Jan 2007 09:13:24 GMT

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u gotta change the purchase settings change the gunner into flamer\_S2f ore sumthin idk the preset for the sbh outa ma head im on school right now lol go take a look on renegade wiki if ya want

ur running a ctf right change the name objects.ddb into bjects.ddb might work

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**Subject: Re: Crazy CTF Stuff**

Posted by [Chop](#) on Thu, 01 Feb 2007 03:37:56 GMT

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Ive already got the sbh done.

I know how to set that script up but don't know what to put as the flag I've tried but it crashed.

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**Subject: Re: Crazy CTF Stuff**

Posted by [Theboom69](#) on Mon, 05 Feb 2007 17:46:53 GMT

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What would i set the script flag persets to?

The script that goes on the ped what would i set that to?

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Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Mon, 05 Feb 2007 20:25:15 GMT

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Set this,

Theboom69 wrote on Mon, 05 February 2007 10:46

The script that goes on the ped what would i set that to?

To that.

Theboom69 wrote on Mon, 05 February 2007 10:46 What would i set the script flag persets to?

This could be anything the simple objects presets list.

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Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Mon, 05 Feb 2007 22:40:37 GMT

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Ive tried the marker flag but it doesn't let you pick it up why?

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---

Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Tue, 06 Feb 2007 15:21:20 GMT

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Do not place it in level editor, only have its preset name in the script zone's scripting.

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Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Tue, 06 Feb 2007 21:46:45 GMT

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I don't use the script zone of it i put the script right on the ped is that fine or am i doing it wrong?

---

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Subject: Re: Crazy CTF Stuff

Posted by [Jerad2142](#) on Wed, 07 Feb 2007 23:58:34 GMT

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Theboom69 wrote on Tue, 06 February 2007 14:46 I don't use the script zone of it i put the script right on the ped is that fine or am i doing it wrong?

Must be attached to a script zone (sorry for the delayed reply, I lost track of a bunch of stuff recently and haven't been checking all the topics).

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Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 03:05:18 GMT

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Ok i will try it.

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Subject: Re: Crazy CTF Stuff

Posted by [Whitedragon](#) on Thu, 08 Feb 2007 06:02:33 GMT

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Do you want this to be server side?

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Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 06:24:56 GMT

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---

NO not this map i know server side and i wouldn't be asking if i wanted it as that srry if isound like an ass.

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Subject: Re: Crazy CTF Stuff

Posted by [Whitedragon](#) on Thu, 08 Feb 2007 07:59:19 GMT

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Why not?

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Subject: Re: Crazy CTF Stuff

Posted by [Theboom69](#) on Thu, 08 Feb 2007 09:34:16 GMT

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If you would like i can make a C&C\_Uphill\_CTF server side map.

And I8r Release the C&C\_Uphill\_CTF non server side map.

Im w8ing on my buddy to make some chicken PT icon's If anyone would like to make a GDI Stealth Black Hand PT icon that be gr8.

Your name will be added to the Readme if you help out with this map.

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