
Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:49:00 GMT

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Here's the newest screens... <http://www.n00bstories.com/image.fetch.php?id=2050627208>

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<http://www.n00bstories.com/image.fetch.php?id=1805627543>

<http://www.n00bstories.com/image.fetch.php?id=1777880505> It's been in the works for about a month now, and it has had MANY problems, but I've managed to over come them with the help of Dante and Somerhino. Basicly, its a CTF with teleporters and AI. Each team has a pretty equal chance in winning. The infantry is untargetable, which should make things fun. The 3 AI gun emplacements at the top will shoot you on site, and they kill quickly, so you have to find a way to destory them (). The infantry are also pretty good last time I tested, so it should be even more fun. 20 captures to win...Status:Hammering out some last minute minor..err..major bugs.Thanks:~Dante for explaining his teleport scripts to me, and helping me out with the emplacements and AI.~Somerhino for suggestions, testing, and bringing my map back to life, this guy is a life saver.~Kresin for testing.~Gernader8 for testing.~Jpm3 for testing.~Goldops for testing.~Taximes for his flags.So, what do you think?

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:55:00 GMT

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looks good cant wait to play it

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Sat, 08 Feb 2003 22:29:00 GMT

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Most of those screenshots are just black.

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 05:08:00 GMT

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Increase temporarily your monitor brightness.

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 00:14:00 GMT

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Let's just nudge this thing back to the top...

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 00:16:00 GMT

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Looks awesome

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 10:00:00 GMT

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Looks like I'll be getting off a lot of sniping on that map, heh...Anyway, that map looks great, keep it up. Just try not to over do it with the tree's, they can cause some bad lag.

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Mon, 10 Feb 2003 12:37:00 GMT

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impressive, enough said.

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Thu, 20 Feb 2003 04:09:00 GMT

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Last bug...You spawn as Nod, but you can ONLY look around. The character automatically walks around (like a bot) and basically, just, stands, and looks. What's the default for the Nod player spawner soldier? I tried going through the list deleting any "bot" scripts attached to them. But, by accident (cough cough) I deleted the AI test spawner, which I was using for my AI because I was a bit too lazy to make another one. I can't load my map in commando any more, well, because I can't. There were problems with it, so somewhere, in a last ditch effort to save my map, I extracted the .lsd (is that it? I keep forgetting) from my .pkg. Basically, all I can do now is edit the presets. But since I deleted the AI spawners, my map won't load. Any uhh...suggestions? I do think I have a backup laying around somewhere...

Subject: CTF_Forest Forts....It's getting there...

Posted by [Anonymous](#) on Fri, 21 Feb 2003 11:13:00 GMT

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Hmm thats is a big problem you have. Extracting the lsd will only give you the main terrain so you will have to re do the presets. I take it you have a preset thats missing on your map causing it to not load. You can delete the presets database file (rename it) then load your map into leveledit and it will tell you whats missing, depending on how many things you added this could take a long time. But other than that i can't think of anything. Leveledit doesn't backup the files like gmax can.
