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Subject: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Mon, 03 Sep 2007 15:08:40 GMT

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hey anybody have the crazy mod? can u send me link or folder for crazy i have given up on making my own.

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Subject: Re: crazy ctf

Posted by [IronWarrior](#) on Mon, 03 Sep 2007 15:42:09 GMT

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<http://www.game-maps.net/index.php?action=file&id=677>

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Subject: Re: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Mon, 03 Sep 2007 16:22:04 GMT

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that didn't help and i can't open it here r 2 options save and find and it just says ssctf i got capture the flag working but not crazy

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Subject: Re: crazy ctf

Posted by [reborn](#) on Mon, 03 Sep 2007 16:54:15 GMT

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IronWarrior wrote on Mon, 03 September 2007

11:42<http://www.game-maps.net/index.php?action=file&id=677>

SSGM supports SSCTF, that is now officially "old".

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Subject: Re: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Mon, 03 Sep 2007 16:56:58 GMT

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i can't open it tho it just says find or save

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Subject: Re: crazy ctf

Posted by [reborn](#) on Mon, 03 Sep 2007 17:19:35 GMT

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I don't know of anyone hosting a "crazy" mod to SSCTF for public download. But you should base

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your mod on SSGM, it is the newest version. You can download it from [www.black-cell.net](http://www.black-cell.net)

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Subject: Re: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 02:16:14 GMT

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ok anybody else

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Subject: Re: crazy ctf

Posted by [matty3k10](#) on Tue, 04 Sep 2007 13:16:13 GMT

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This is the version I released 2 years ago, I'm not sure if it what you are looking for but here you go.

#### File Attachments

1) [Crazy CTF.zip](#), downloaded 144 times

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Subject: Re: crazy ctf

Posted by [Xpert](#) on Tue, 04 Sep 2007 13:40:51 GMT

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He's gonna have to work with that. He can actually use that for SSGM even though it's for SSAOW. I'm too stingy at the moment to release the one I made for SSGM lol. And I doubt there are any other public versions out there.

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Subject: Re: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 17:40:16 GMT

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matty3k10 wrote on Tue, 04 September 2007 09:16 This is the version I released 2 years ago, I'm not sure if it what you are looking for but here you go.

it didn't seem to work

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Subject: Re: crazy ctf

Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 20:33:11 GMT

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is it because i don't have ssctf installed? because i can't open ssctf

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Subject: Re: crazy ctf  
Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 20:36:04 GMT  
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Subject: Re: crazy ctf  
Posted by [reborn](#) on Tue, 04 Sep 2007 20:44:02 GMT  
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Download ssgm and set it to run in sscf mode, then slap that objects file that matty put up for download in your server's data directory, then setup ssgm.ini to declare the objects file.

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Subject: Re: crazy ctf  
Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 20:52:06 GMT  
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yea i got ssgm installed its already on ctf

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Subject: Re: crazy ctf  
Posted by [Xpert](#) on Tue, 04 Sep 2007 21:11:42 GMT  
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So just inject the objects file into the data folder. Rename it to objects.gm and make sure it's set to read it in the SSGM.ini file.

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Subject: Re: crazy ctf  
Posted by [\[BHE\]cubfan203](#) on Tue, 04 Sep 2007 23:48:26 GMT  
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i tried that just now didn't work

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