
Subject: CTF Mode
Posted by [Catalyst](#) on Thu, 20 Aug 2009 09:40:54 GMT
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Hey all,

was just wondering if Scripts 4.0 will have support for CTF mode in Red Alert: A Path Beyond.

i have been unable to get it to work with the current SSGM + Scripts Combination (I also heard SSGM is getting a revamp at the same time / after Scripts 4.0)

Subject: Re: CTF Mode
Posted by [infusi0n](#) on Fri, 21 Aug 2009 22:30:08 GMT
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What about for normal renegade? will you guys revert to the proper SSCTF format instead of the broken one in ssgm?

Subject: Re: CTF Mode
Posted by [StealthEye](#) on Sat, 22 Aug 2009 13:01:47 GMT
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I don't think we have really considered CTF atm. It will probably be done later; it's not a priority atm.

Subject: Re: CTF Mode
Posted by [infusi0n](#) on Sat, 22 Aug 2009 16:51:27 GMT
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Who is assigned to be working on the new SSGM? And will it still be called SSGM (if so, which version)?

Subject: Re: CTF Mode
Posted by [jnz](#) on Sun, 23 Aug 2009 18:26:42 GMT
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Catalyst wrote on Thu, 20 August 2009 10:40(I also heard SSGM is getting a revamp at the same time / after Scripts 4.0)

infusi0n wrote on Sat, 22 August 2009 17:51Who is assigned to be working on the new SSGM? And will it still be called SSGM (if so, which version)?

I'm developing it, at the moment. It's being written from scratch and now just called Game Manager. I will be including as many game modes as I can, as well as plugins, weather, and other goodies.

Subject: Re: CTF Mode
Posted by [infusi0n](#) on Tue, 25 Aug 2009 00:53:57 GMT
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Subject: Re: CTF Mode
Posted by [infusi0n](#) on Tue, 25 Aug 2009 00:55:38 GMT
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In that case, please take a look at the layout of the SSCTF config files. Because of SSGM's new format, all the pre-ssgm servers are stuck with still using SSCTF on scripts 2.9.2. If you could adopt the same style of format for flag locations, map info, etc people with custom maps can then turn them into CTF hopefully with scripts 4.0.

Subject: Re: CTF Mode
Posted by [jonwil](#) on Wed, 26 Aug 2009 13:04:36 GMT
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btw, 4.0 is not going to be compatible with the old APB, it will need a new APB (known as Gamma) which is currently being developed and tested.

Subject: Re: CTF Mode
Posted by [ErroR](#) on Wed, 26 Aug 2009 13:29:25 GMT
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does TT include 4.0 or it's separate?

Subject: Re: CTF Mode
Posted by [Ghostshaw](#) on Wed, 26 Aug 2009 13:33:10 GMT
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APB gamma will include 4.0, just like the next reborn release.
