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Subject: Notes to Dante regarding his CTF MapPack  
Posted by [Anonymous](#) on Mon, 13 Jan 2003 04:55:00 GMT  
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Idea about prox c4 There should be a zone around the flag points where no c4 can be used, relatively large of course. I agree with Blazer too, if you destroy a building, it should only be to disable it's ability. AKA, no vehicles for no strip/wf (though, in some levels you might want to create an indestructable one so they can at least have a chance to get past defensive structures), infantry for barracks/Hand Of Nod, ect. Killing people doesn't give you points, but the points are insignificant (sp?) compared to actually capturing the flag. Like 1 to 4 points (depending on class), possible have it people return flags by capturing touching the flag (ie, killed the person who held the flag and it just lays on the ground) should give like a bounces point, and I totally agree with the can only capture if your flag is where it is suppose to be. The only thing I wish I could ask for is Quake 1's trust Grapling hook, oh how I miss that weapon, lol =] (I'm kidding, I don't want this added, people would probably screw the game over it it was)

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