
Subject: Suggestion for new server variable (if possible)
Posted by [Anonymous](#) on Mon, 13 Jan 2003 06:25:00 GMT
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quote:Originally posted by vloktboky03:I don't think so. The way the scripts work for CTF won't allow for a different number to be added for the ammount of times a flag has to be captured. You have to set that value manually in the script itself. The way it works is each time the flag is captured, it destroys a building for that team. Such as if Nod captures the flag, a GDI building is destroyed. You don't hear that the building got destroyed until the flag has been captured the ammount of times set into the script. It is sort of complicated to explain, but I don't believe a feature can be set to change the value of the script at this time.If you want to try, talk to Dante about it. He wrote the scripts. [/QB]Thats a quite crude CTF. quote:Originally posted by Jonathan Wilson:There is a way to make the number of flag captures configurable as a server variable. Its a little complex to explain but if someone wants to know how, look in the readme.txt of the scripts.dll and get my contact details then contact me.W00t! Good to hear. Keep up the good work
