
Subject: Suggestion for new server variable (if possible)
Posted by [Anonymous](#) on Sun, 12 Jan 2003 15:01:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by forsaken:So, since every time you capture a flag, its like destroying a building. What if on game options when you host you take off the option where whenever you destroy all buildings you win the game, what happens when you take it off do you just keep playing that CTF game forever?After the flags are captured the set number of times, all the buildings are destroyed. You hear EVA say the buildings are destroyed, but since Buildings Destroyed Ends Game is set off, the game continues on like nothing happened. However, the way I have HON_CTF setup, when that happens, that team loses the Barracks/HON as well as the Power Plants. So, that team is left with nothing but basic characters and the spawn weapons. In other words, yes, the game would continue on forever until the time limit runs out.
