
Subject: C&C_HON_CTF Revision Edition: Work In Progress, See Insi
Posted by [Anonymous](#) on Sun, 12 Jan 2003 12:30:00 GMT

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After recent "suggestions" to keep my CTF map, C&C_HON_CTF, and just revise it for better use online, I have decided to listen. I figured the map is good, it just needs some bugs taken care of. Well, I plan to fix these bugs, and release a revised version of the map in about 2 days. Below is a list of all the bugs I could think of at the moment:

- 1.) Take out the elevators, and replace them with staircases.
- 2.) Remove all doors, and let the structure just be doorless.
- 3.) Remove all Proxy C4 spawners from the map. Hotwire/Tech can still place them, however. (If a majority want me to disable them all together, please post below.)
- 4.) Move the flags so that there are more than 1 entrance to them. They will most likely rest in front of the bases, rather than in the back of them.
- 5.) Make the destroyed Apache undestroyable.
- 6.) Fix the floating Nod PCT in the room adjacent to their flag.
- 7.) Change the existing flag modle to Taximes' modle. I like it much more than mine.
- 8.) Try to raise the amount of points you get for capturing the flag, or lower the amount of points for killing some of the high characters.
- 9.) Add some music, mabye Hell's March. I like the sound of that song playing while I'm capturing flags.
- 10.) Thanks to JW, this new version will allow a person who host the map set the number of times the flag needs to be captured. This is done through an outside text file that needs to be placed in your data folder. Thanks again JW.
- 11.) Fix all other lag related issues.

After this revision, the map should improve 10 folds. Any comments or suggestions about these or other bug fixes, pleace reply below. If a majority wants me to add/remove something, I will most likely apply the suggestion. As I said, look for the download with the revision in about 1-2 days, depending on how my schedule works out on Sunday. [January 12, 2003, 15:34: Message edited by: vloktboky03]
