Subject: CTF Flags Released
Posted by Anonymous on Sun, 12 Jan 2003 16:08:00 GMT

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No, I haven't tested them as I don't know how CTF works, but I suppose I could just test it out on someone elses map...I'll do that, if there's any problems I'll fix it up.If there were conflictions with the flag being too close to the character, moving it away from (0, 0, 0) in RenX should work, right?
 [January 12, 2003, 16:20: Message edited by: Taximes]