
Subject: How to get CTF modes to work

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:57:00 GMT

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add the new scripts.dll to your scripts folder. Jonathans post is very usefull, read it: Jonathan Wilson Commander Member # 14268 Member Rated: posted November 21, 2002 14:50

----- These are the scripts that will be in the new dll whenever it comes out (at least thats what greg said is in there)/***

GTH_CTF_Object** This script will make the object it is attached to behave kind of like a CTF "flag" by** constantly warping to the opposing player who pokes it. If its position gets within a** certain distance of the "enemy home" an internal counter is incremented. Once the counter** reaches a desired number, an object in the level is destroyed. This object should be the** only building owned by the flag's team so that they immediately lose. Unfortunately this** flag will be very laggy due to the way its implemented...****

Params:** Update_Delay - how many times per second to update (this will *always* be laggy though...)** Enemy_Player_Type - type of player that wants to grab this flag(0=Nod,1=GDI)** Enemy_Home_Position - when flag gets here, capture count increments!** Home_Radius - how close to home position we need to get to count** Captures_Needed_To_Win - after this many captures, we destroy the token "building" for the win** Win_Object_To_Kill - object that we destroy when the capture count is reached**

Flag_Stolen_Wav - wav to play when the flag is stolen** **Flag_Lost_Wav** - wav to play when enemy team gets flag back to Enemy_Home_Position ** **Flag_Saved_Wav** - someone killed the guy stealing the flag!** **Captures_Exceeded_Wav** - flag has been captured

"Captures_Needed_To_Win" times.***/This is the CTF script, everything should be self explanatory, basicly you need to give it a dummy building of some kind for it to win (and you cant have any other building controllers on the map)/***

GTH_Credit_Trickle** This script will give an amount money to its team at a regular interval. You can use it to** create silos that give money as long as they're alive.** NOTE: this won't work on buildings, only things like turrets, characters, or vehicles so make your** "silos" as a weaponless vehcile set up like the nod-turret for example.****

Params:** Credits - number of credits to give** Delay - time between credit grants*/This one can be used for e.g. tiberium silos or something, if it gets blown up you loose the income from it./***

GTH_Enable_Spawner_On_Enter** This script will enable or disable a spawner when its zone is entered****

Params:** SpawnerID - id of the spawner** Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any** Enable - enable or disable the spawner (1=enable, 0=disable)*/This is for doing stuff with spawners/***

GTH_Drop_Object_On_Death** This script will create an object at the position of the object when it dies.****

Params:** Drop_Object - name of the preset to create an instance of** Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj** Probability - int between 1 and 100, chance that the object will be created*/***

GTH_Drop_Object_On_Death_Zone** This script is just like the other drop object on death except that it must also** be activated by a custom message from another script. Use the **GTH_Zone_Send_Custom**** to enable and disable this script.****

Params:** Custom_Message - message id that turns this script on or off, use messageID's greater than 10000!** Drop_Object - name of the preset to create an instance of** Drop_Height - float meters to add to the Z coord of the original object when creating the drop obj** Probability - int between 1 and 100, chance that the object will be created*/***

GTH_Zone_Send_Custom** This script lets you send a custom message to an object on enter and exit of a zone. To talk** to the "drop in death zone" script, send the same custom message with 1 for Enter_Param and** 0 for Exit_Param...****

Params:** Enter_Message = message id to send when an object enters this zone** Enter_Param = message parameter to send when an object enters** Exit_Message =

message id to send when an object exits** Exit_Param = message id to send when and object exits*/If you combine GTH_Drop_Object_On_Death_Zone, GTH_Zone_Send_Custom and a script zone placed over a tiberium field, you can make a "player turns into a viceroid" effect (I think)/** GTH_Create_Object_On_Enter** This script will create an object when a script zone is entered by a gameobject. Use it** to fire off cinematics for example...**** Params:** Create_Object - name of the preset to create an instance of** Position - world space position to create the object at** Min_Delay - amount of time to wait before re-enabling the script once it has fired** Max_Creations - maximum number of times the script should create an object** Probability - integer between 1 and 100, chance on any given "Enter" that the object will be created** Player_Type - type of player that can trigger integer, 0 = Nod, 1 = GDI, 2 = any**/** GTH_User_Controllable_Base_Defense** Just like M00_Base_Defense except that if a player enters, he can control the object**** params:** MinAttackDistance - min range for auto attack** MaxAttackDistance - max range for auto attack** AttackTimer - amount of time to continue tracking after last "enemy seen"*/This one looks very useful for modders.
