

---

Subject: Re: Crazy CTF Stuff

Posted by [Chop](#) on Wed, 31 Jan 2007 06:29:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Thu, 25 January 2007 15:59: Okay I will explain this step by step:

1. Make a script zone
2. Attach the script "TDA\_CTF\_Zone" to this zone.
  - a. For Team ID set the team value for who owns the script zone 0=Nod, 1=GDI
  - b. Max Capture when this amount is reached all building IDs listed will be destroyed.
  - c. Flag\_Preset\_Name this is the name of the object that will be created in the zone.
  - d. IDs of buildings to destroy.
  - e. Play\_Capture\_Sounds would assume plays sounds when flag is captured.
3. For CtfFlagGold\_GDI and CtfFlagRed\_Nod you might need to attach a script that disables physical collision if you can not move when you pick up the flag.

If i did it like this than what would i set the following to?

- c. Flag\_Preset\_Name this is the name of the object that will be created in the zone.

That is all i need to know.

---