
Subject: Re: Flag w3d
Posted by [Reaver11](#) on Tue, 02 Mar 2010 08:44:56 GMT
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He is talking about the leveleditor presets -> Object -> Simple -> CTF_objects.
In there are two flag presets (which have the model of the capbed)

If you want to use those presets then I guess you need to change the ctfscript?
Since currently there is just one flag in use. (markerflag)

I do believe you can change the w3d server-side of the two flags yet everyone will need to
download your model.
