Subject: How to make a proper CTF?
Posted by Titan1x77 on Tue, 23 Sep 2003 05:18:05 GMT
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fairly simple and self explanotory. Basically get your two W3D models for the flags then browse to (Objects > Simple > CTF Objects >) and you should see two flag presets. Add temps from these flag presets and just change the model to yours in the settings. (GDI flag should go under the gold/GDI flag preset and opposite for Nod).

Next setup a "Script Zone All" over a pedestal or something (just some object that indicates the flag's home to the player) and attach TDA_CTF_Zone (the other script is not needed - it is used internally by the zone script). Settings for this zone are pretty strightfoward. Building to destroy should be 5 building controllers (clone the same one or enter the same ID for all of the parameters). Any other settings should be easy to understand, flag cap limit - anything, Team - 0=nod 1=gdi, flag preset - the name of the preset with your W3D flag in.

courtesy of : General havoc