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Subject: CTF Zones

Posted by [General Havoc](#) on Thu, 20 Nov 2003 21:39:41 GMT

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AircraftkillerThat script is fatally flawed in the sense that "poking" is not supported in multiplayer from player to player or object to object, leaving players unable to grab the flag... Except for the host.

That script was superseded in version 1.037 of Renegade and it should work now as it doesn't use "poke" anymore. It should work now but i'm unsure on some of the scripts parameters so it's best to use Dante's unless you want to play around with it.

One thing you should know is that only the host actually needs the scripts.dll installed for the CTF to work but you will probably want to distribute it with the map anyway. Only distribute 1.2 of the dll (June 2003) as it is the most stable version. Also you need to include credits to Jonathan Wilson who wrote the dll and anyone who's script you used in it.

TDA - Dante

JFW - Jonathan Wilson

NHP - Namehunter

RA - Dante

SUR - Jonathan Wilson

REBORN - Jonathan Wilson

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