
Subject: Server Side CTF Mod Update - Download inside

Posted by [vloktboky](#) on Wed, 17 Mar 2004 21:56:29 GMT

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Next update is ready: Version 1.2.

(If you downloaded this mod before 9:15 PM EST on March 17th, 2004, please redownload it)

Changes are as followed:

- Drop flag logic has been improved, the flag will now drop as soon as the flag holder is killed.

- CTF Event messages no longer require RenRem to work. They will go through instantaneous. Remember, you can change most of the messages from inside the CTF_Settings.ini file.

- Flag Icon has been added. This icon will change to reflect the status of the flag. It is highly reliable and helps the team to quickly determine where their flag is:
 - * Yellow Arrows - Flag is on the Pedestal.
 - * Orange Exclamation Mark - Flag is in the enemy's hands.
 - * Green Exclamation Mark - Flag is on the ground somewhere.

- Flag Return timer has been added. This feature will automatically return the flag if it is not picked up in X seconds. The default timer is 60 seconds, but this number can be changed inside the CTF_Settings.ini file. (Note: Setting this number to 0 will disable the timer.)

- Flag Holder Health Regen option has been added. This option will heal the flag holder X amount of health every second. This number can be any number that is greater than 0 and less than or equal to 5. Default is 2. This option can be enabled and the amount of health given can be changed from within the CTF_Settings.ini file.

- Fixed a glitch where the first game was not always gameovered. (Ties in with the new code that removes the need for RenRem)

- Added an option in the CTF_Settings.ini file that allows the host to choose what preset to use for the flag (when it is on the ped/ground and when it is in the hands of the enemy) and for the GDI & Nod Pedestals. Note that all clients must have the preset inside their objects.ddb file. It is highly recommended that you keep the presets as their defaults.

- Timer that shows the "total captures needed" message at the beginning of each game has been extended to 1 minute. Every 3 minutes from this message, another message will be shown that will say how many captures each team needs to win are left. Disabling CapLimit will disable these messages from being shown.

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Enjoy.
