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Subject: scripts.dll 1.5.1/1.6

Posted by [drunkill](#) on Thu, 08 Apr 2004 02:47:12 GMT

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i was wondering, a script, kinda like CTF but a little different, i got the idea from Call of Duty, and i think alot of people would have a nice time trying it out.

basically, 1-5 objects, one team needs to protect them, the other needs to get them, (in CoD there radio parts) when the team that needs them, brings them back to the zone, they win that round, and the host could say, 10 rounds before changing maps, or something like that. so its kind of CTF but the objects need to go to the zone, and when they do, the enemy cant take them back. And, if you really want to, make a script so when lets say Nod steals the object, and dies. GDI can carry it back to there own Zone, and put them back into place.

for this to work, you will also need them to be on the radar, and a message saying 'Nuclear control rods taken' or what ever object, and if the other team returns them "nuclear rods returned"

i was just wondering if thats possible.

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