
Subject: CTF problem, can anyone help?

Posted by [reborn](#) on Tue, 31 May 2005 18:06:33 GMT

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I am using Vloktboky's released version of Capture the Flag, there are several modifications to the objects.ddb file which work fine without any problems. However the latest change has caused an issue:

I changed the Havok character and all of his alternative costumes to the Sekura model and increased the price to 5000 credits, I also have given her a obilisk weapon. Her health and armor have both been increased to 750. I have also done the same for Nods side... However when either of these characters are killed whilst holding the flag, the flag isn't returned to the pedestal, any ideas why this might be? I have tried all sorts of teaming options and have tried to do it without changing the models too...

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Posted by [Cyber030](#) on Tue, 31 May 2005 18:48:45 GMT

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Ummmm..... the flag is never returned to the pedestal right away when the holder is killed... This should be normal. Do you run this on a dedicated server?

Subject: CTF problem, can anyone help?

Posted by [reborn](#) on Tue, 31 May 2005 20:11:37 GMT

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Yes, i have been hosting a ctf server on a dedicated 3.2 for a bout a year now i guess... And i know that it takes a second or two to respawn back on the ped But the flag isnt dropped after the altered character is killed... o.0

Subject: Re: CTF problem, can anyone help?

Posted by [matty3k10](#) on Fri, 03 Jun 2005 13:58:46 GMT

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omg... I hate that problem I to had some of those issues when I was making my version of the Crazy CTF mod... anyways are you using the correct preset for both of the charecters and not the one for the missions or your own?

I have noted that any charecter that can not be bought in game (other then the extra's) will not return the flag in CTF.
