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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:51:00 GMT  
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get it from <http://www.sourceforge.net/projects/rentools/Basicly>, the roadmap for this project goes as follows: 1. sometime over the summer (australian summer that is) I am going to implement my Capture The Flag scripts as well as any requests that people come up with. Plus, I am going to fix any remaining bugs. Depending on how many versions are needed, they will be numbered from 0.96 beta on up. Once all the bugs are gone, I will release it as version 1.0 So far, the biggest problem with the CTF scripts is that I dont know how to make the players appearance change when they have the flag. (or otherwise provide a visual indication to all the players)

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:55:00 GMT  
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so your going to actually make capture the flag working? Is this something you can actually do or is it something your hoping for? how experienced are you?

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:59:00 GMT  
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He is very good at this stuff, and if I had any c++ knowledge, I would definitely be using his program

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 19:07:00 GMT  
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I know, I tried it years ago, I couldent get past page 1

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 22:46:00 GMT  
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he's got the skillz for the job good work jonwil !!!

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 23:59:00 GMT

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quote:Originally posted by Jonathan Wilson:So far, the biggest problem with the CTF scripts is that I dont know how to make the players appearance change when they have the flag. (or otherwise provide a visual indication to all the players)What if CTF wasn't just a person carrying a flag, but rather an object or character following the person?! That would work wouldn't it?

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 03:43:00 GMT  
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Could the flag be like a weapon? I don't know, could it be dropped when the person carrying the flag/weapon is killed. I have no idea if this is possible..?

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 04:13:00 GMT  
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Only problem with making the flag a weapon is that it doesnt solve the "flag visible" problem since they can just switch weapons. Even if there was a way to take away all their guns, it wouldnt help since what if they collect one of the various respawning weapons that litter the battlefield then...

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 12:42:00 GMT  
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like "Capture The Mobius"

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Subject: version 0.95 beta is out  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 16:02:00 GMT  
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Hmmm what about attaching the flag to the "Bone For Bag" character's bone ?I'm pretty sure that all characters have that bone.- Abjab

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