
Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 03:42:00 GMT
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Now that its clear that the CTF script Greg Hjelstrom wrote is going to be in the patch & stuff (and even in the linux FDS), there is no reason for me to make it anymore.

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 03:44:00 GMT
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sorry to hear your efforts are dashed.Find something else to do. how bout become a boozehound ?

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:44:00 GMT
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Just make CTF maps when the patch comes out. Become our source.

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:50:00 GMT
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bah Jon, u did a good jobs anyway... why not continu making script?

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 06:56:00 GMT
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um, cause ww is going to release the official version of it, and he would just be remaking it, and probably not as good as ww.

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 07:18:00 GMT
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quote:Originally posted by DeafWasp:um, cause ww is going to release the official version of it, and he would just be remaking it, and probably not as good as ww.You sir - do not know what your talking about.Jon's stuff is just as good as or even better than Westwood's stuff..You wouldnt

know (since your a newbie here) - but he was the guy that figured out the "scripts.dll" issue - and why the automated weapons were not firing... so please dont speak of things you have no clue on...

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 08:08:00 GMT
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I got a feeling WW didn't want to be outshined by him, thats why they decided to impliment the CTF.

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 08:16:00 GMT
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quote:Originally posted by Falconx:I got a feeling WW didn't want to be outshined by him, thats why they decided to impliment the CTF.Westwood is one word, so WW isn't proper to address them by. It's WS, which stands for Westwood Studios. No offense, but I'd be annoyed by people miss saying my name.Just to let you know... [November 21, 2002, 08:17: Message edited by: generalfox]

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 09:49:00 GMT
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quote:Originally posted by StoneRook: quote:Originally posted by DeafWasp:um, cause ww is going to release the official version of it, and he would just be remaking it, and probably not as good as ww.You sir - do not know what your talking about.Jon's stuff is just as good as or even better than Westwood's stuff..You wouldnt know (since your a newbie here) - but he was the guy that figured out the "scripts.dll" issue - and why the automated weapons were not firing... so please dont speak of things you have no clue on... No "sir" I guess I do not know what I am talking about, because I am a "Newbie" (to these forums and therefore dont know of his skills).But, WW is releasing the official CTF scripts so he can save his efforts for more important things.I do have a clue, but I still cant figure out where that smell is coming from...

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 09:51:00 GMT
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quote:Originally posted by generalfox: quote:Originally posted by Falconx:I got a feeling WW didn't want to be outshined by him, thats why they decided to impliment the CTF.Westwood is one word, so WW isn't proper to address them by. It's WS, which stands for Westwood Studios. No

offense, but I'd be annoyed by people miss saying my name. Just to let you know... Sorry
GenerilsFox

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 11:03:00 GMT
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JW does such great scripting stuff, thats why Westwood is releasing the CTF stuff. I think they even worked with JW for the custom Scripts.dll that was supposed to be in the last patch. and oh yeah, K4N3 L1V3S!

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:28:00 GMT
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o well, u cant stop westwood but westwood can stop johny, that sux

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:20:00 GMT
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:: Salutes Gen. Wilson with an evil smirk ::got another one for ya sir...Subject: Mobile PT's example 1 - the ability to purchase from ai characters, and die if the character is killed [this would open many doors] example 2 - a mobile command vehicle that would be able to supply purchases/ammo to the field. sound possible? [November 21, 2002, 14:46: Message edited by: d.o.a_bullet]

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:32:00 GMT
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That would be cool! Hey PM me i got a question for you PM me!

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:38:00 GMT
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All the scripts that are going to be in the new patch (including the CTF stuff) was made by Greg Hjelstrom alone without help, prodding or anything from anyone else at Westwood. Gregs comment was "if I had more time, I could add so much to this game..." Also note that Westwood

didnt write CTF just to "beat me" or "out-do me". [November 21, 2002, 14:44: Message edited by: Jonathan Wilson]

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 14:53:00 GMT
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no comment?

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 15:38:00 GMT
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Mobile PCTs are not possible.

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Thu, 21 Nov 2002 16:18:00 GMT
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Any chance U or Greg can get some scripting for Real AI tanks. Or at least better AI tanks than the Trickery we do now?

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Fri, 22 Nov 2002 18:23:00 GMT
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mobile pct's are possible... i had them in my really old mobile turret mods... the only problem with the mobile pct is that they were invisible... that could be fixed with a bit of model editing...

Subject: I wont be making CTF anymore
Posted by [Anonymous](#) on Fri, 22 Nov 2002 18:29:00 GMT
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do you have a link for that mod?
