Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 04:08:00 GMT
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WH0000000000000000000000000000!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 04:56:00 GMT
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cool!!! i cant wait!!!

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 06:11:00 GMT
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whats map like?

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 08:53:00 GMT
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How about someone tell us how to do a CTF map. obviously we need to use the Cap pedistals. what else, what script parameters should we use.What are the rules about Buildings/Building Controllers. What do we use for a Flag, is it in the Tile list?blah,blah,blah?and oh yeah,ACK is Ownage! and Kane Lives! LOL

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 12:41:00 GMT
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The moment I've been waiting for has arrived... A great many of you asked why I haven't finished Fissure yet - this is why I was waiting, because I knew and couldn't tell you. Now that Renegade includes Capture the Flag, you will see it in this new map, slated for this week or the next!Updated screenshots and such after the initial run with Dante will be posted soon. Keep informed, you'll love this! The future of Renegade has just begun!

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 14:15:00 GMT
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http://www.n00bstories.com/image.fetch.php?id=1840970638http://www.n00bstories.com/image.fetch.php?id=1073018444http://www.n00bstories.com/image.fetch.php?id=1727655971That's how the flag looks... The GDI flag is the same, only with a GDI logo. I had to make my own flags for this.It works perfect... Expect it soon!

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 14:49:00 GMT
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so sweet.

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 17:53:00 GMT
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Ack, do we need to make our own flags? it still crashes when i open the flags....

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Fri, 22 Nov 2002 18:03:00 GMT
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 did you put the scripts in the right place methinks?

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Sat, 23 Nov 2002 14:21:00 GMT
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wow ack glacier is horible for clan games it should just as well be non d cause u can walk inot about evrybuilding.the

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Sat, 23 Nov 2002 17:33:00 GMT
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quote:Originally posted by doomflama:wow ack glacier is horible for clan games it should just as well be non d cause u can walk inot about evrybuilding.theLearn to defend.

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Subject: Announcing C&C CTF Fissure, the first Capture the Flag m

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Posted by Anonymous on Sat, 23 Nov 2002 18:00:00 GMT
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First off learn to type!

Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Sat, 23 Nov 2002 20:54:00 GMT
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guys if u havent checked gener topic the ctf isnt working only host can grab flag so therefore no ctf so dont bother wooting and stuff

Subject: Announcing C&C CTF Fissure, the first Capture the Flag m
Posted by Anonymous on Sun, 24 Nov 2002 00:29:00 GMT
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i put the scripts in, but the flag still crashes lvledit